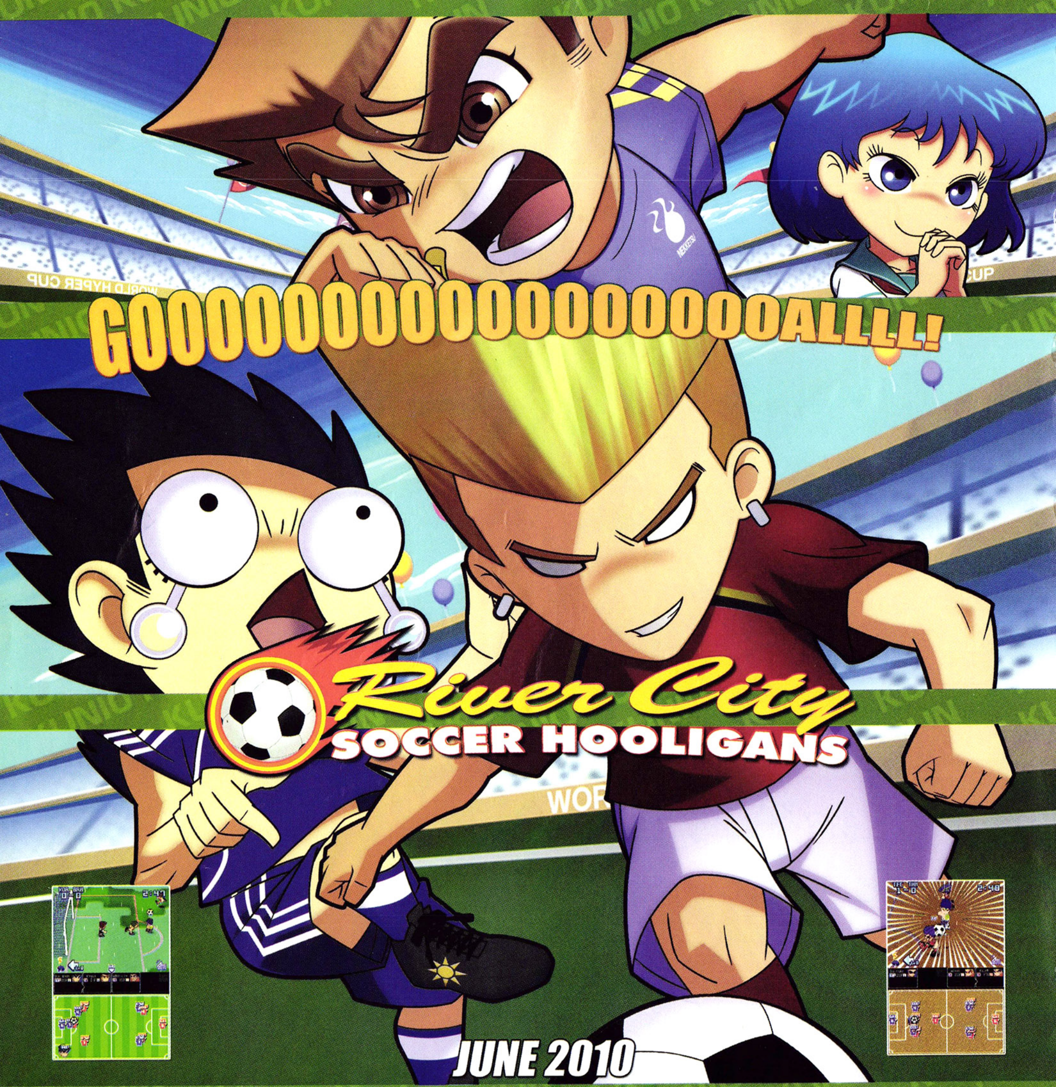
NINTENDO POWER®

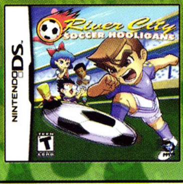
Metroid: Other M • Sin and Punishment: Star Successor • NBA Jam • Super Mario Galaxy 2 • Ivy the Kiwi • Okamiden • Rock of the Dead • Bonk: Brink of Extinction

255

JUNE 2010

SUBSCRIBER EDITION


GOOOOOOOOOOOOOOOOOOOALLLL!
River City
SOCCER HOOLIGANS
WORLD HYPER CUP
JUNE 2010


NINTENDO DS
River City
SOCCER HOOLIGANS
TEEN

STRATEGIC SOCCER!

As Captain Kunio, you can strategize by changing your formations, checking weather forecasts, talking to your teammates, and giving them special items to boost their performance!

USE AWESOME POWER-UPS AND SPECIAL ATTACKS!

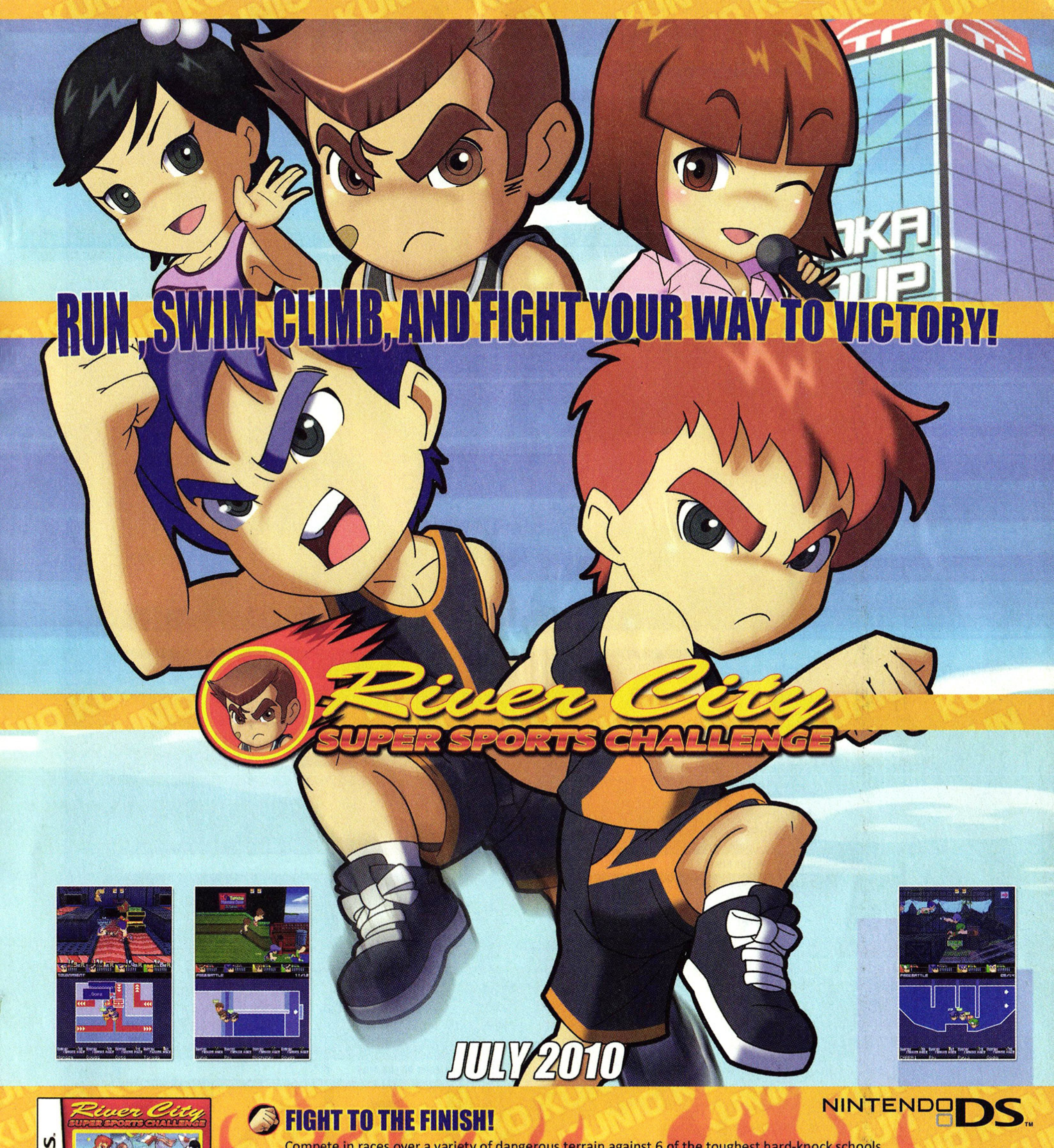
Unlock 50 unique items and boost the stats of your teammates! Perform special moves like the Drill Attack, Tornado Kick, Explosive Attack, and Super Head Shot.

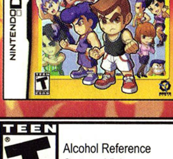
BATTLE UP TO 4 PLAYERS!

Play either an Opponent Match (up to 4 players) or a Penalty Kick Match (2 player only) with friends over Multi-Card wireless play or against the CPU.

TEEN
T
CONTENT RATED BY
ESRB

Comic Mischief
Mild Language
Mild Suggestive Themes


RUN, SWIM, CLIMB, AND FIGHT YOUR WAY TO VICTORY!
River City
SUPER SPORTS CHALLENGE
JULY 2010


River City
SUPER SPORTS CHALLENGE
NINTENDO DS

NINTENDO DS™

FIGHT TO THE FINISH!

Compete in races over a variety of dangerous terrain against 6 of the toughest hard-knock schools in River City. Pummel your oppoents with crazy fighting moves like the Human Bomb and Pizza Shot.

TEST YOUR SKILLS IN CHALLENGE MODE!

Complete missions and develop your martial arts. Collect customization options for your team, such as hairstyles, hair colors, face models, and complexion in Edit Character Mode.

RACE AGAINST 4 PLAYERS!

Play any of the races in this Free Battle mode! Play against the CPU or up to 4 players through Multi-Card wireless play. Choose your favorite team, stage, and race order.

TEEN
T
CONTENT RATED BY
ESRB

Alcohol Reference
Cartoon Violence
Language

AKSYS GAMES

ARC SYSTEM WORKS
arcsystemworks.jp

© 2010 Million Co., Ltd. / ARC SYSTEM WORKS. Published and distributed by Aksys Games with permission from ARC SYSTEM WORKS. Nintendo DS is a trademark of Nintendo. © 2006 Nintendo. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

CONTENTS • JUNE 2010

FEATURES

Metroid Evolved 38
Interstellar action returns to Wii with Metroid: Other M, and producer Yoshio Sakamoto gives the inside scoop.

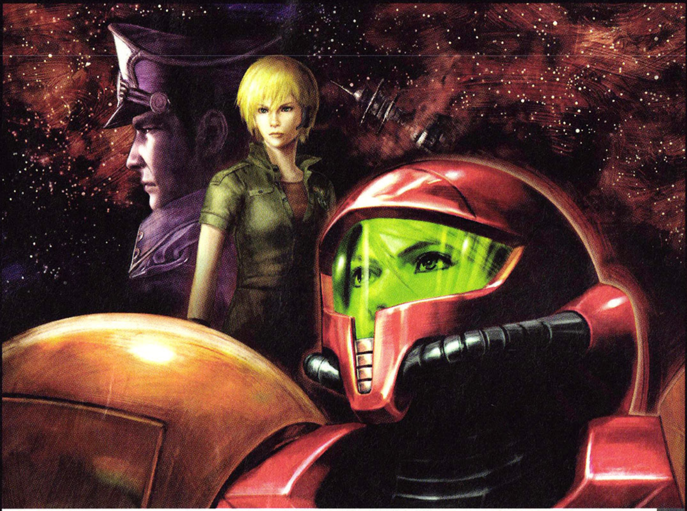
Bird on a Wire 48
Take a first look at Ivy the Kiwi, the charming new Wii and DS game from the co-creator of Sonic the Hedgehog.

The Future Is Now 52
These classic video games once foretold the future, but now the future has arrived. How did close did they come?

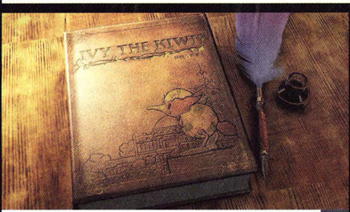
Day of the Dead 60
Actress and gamer Felicia Day talks about her role in guitar-playing, zombie-slaying Wii game Rock of the Dead.

7 Sinful Surprises 64
There's something shocking and awesome at every turn in Sin and Punishment: Star Successor for Wii.

Developers' Heart and Soul 72
The creators of Pokémon HeartGold and SoulSilver Versions speak out on their recent Nintendo DS hits!



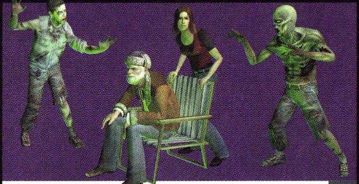
METROID: OTHER M 38



IVY THE KIWI? 48

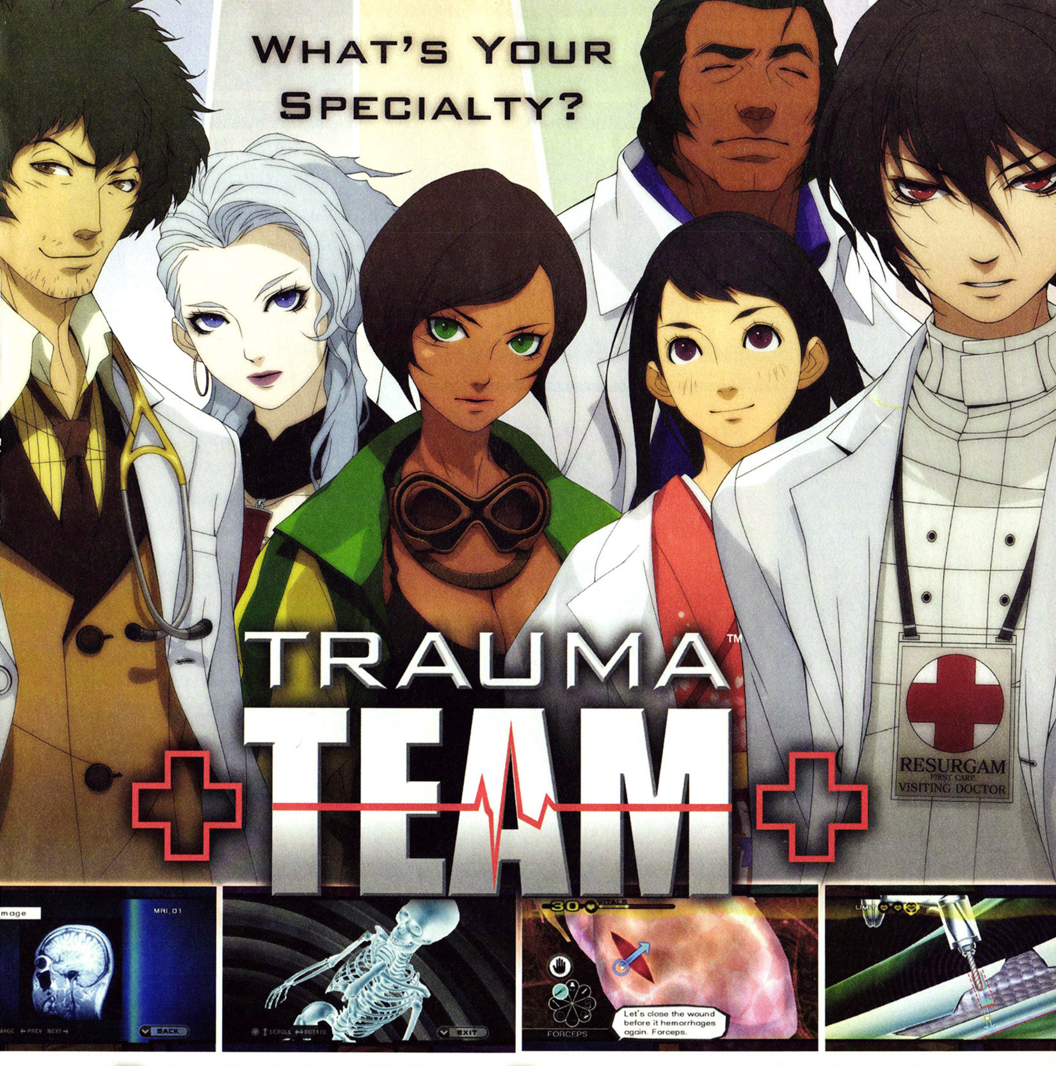
THE FUTURE IS NOW 52

SIN AND PUNISHMENT: STAR SUCCESSOR 64



ROCK OF THE DEAD 60

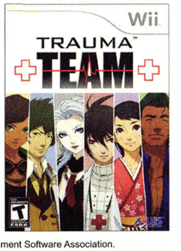
POKÉMON HEARTGOLD AND SOULSILVER VERSIONS 72


WHAT'S YOUR SPECIALTY?
TRAUMA™
TEAM
RESURGAM
FIRST CARE
VISITING DOCTOR
MRI_01
BACK
SCROLL
ROTATE
EXIT
30
VITALS
FORCEPS
LIMIT

Let's close the wound before it hemorrhages again. Forceps.

Six doctors. Six specialties.

Become a master of surgery, diagnosis, first response, orthopedics, endoscopy, and even forensics in the biggest and best medical game yet! Your Wii Remote™ lets you cut, hammer, drill, probe, analyze, and more to save your patients' lives.


Wii
TRAUMA™
TEAM

TEEN
T
Blood
Language
Suggestive Themes
Use of Tobacco
Violence
ESRB CONTENT RATING www.esrb.org

Wii

ATLUS®
WWW.ATLUS.COM

Own It:
05/18/10

WWW.ATLUS.COM/TRAUMATEAM

© 2009 ATLUS Trauma Team is a trademark of Atlus U.S.A., Inc. Wii and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association.

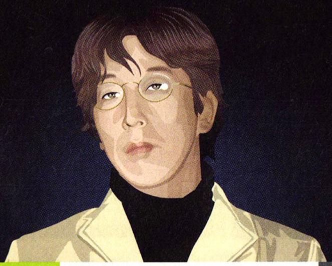
CONTENTS • JUNE 2010

DEPARTMENTS

Pulse 6
News 10
Download 14
Previews 24
Arc Rise Fantasia 34
Dragon Ball: Origins 2 36
Ghost Trick: Phantom Detective 31
Mega Man Zero Collection 28
NBA Jam 30
Super Mario Galaxy 2 24
Tetris Party Deluxe 36
Tournament of Legends 32
Power Profiles 78
Playback 82
Reviews 83
All Star Karate 88
Attack of the Movies 3D 88
Dementium II 88
Picross 3D 87
Pirates Plundarrr 88
Prince of Persia: The Forgotten Sands 84
Sam & Max: Beyond Time and Space 87
Trauma Team 86
Community 92
Next Month 96

NEWS OKAMIDEN 10

PREVIEW SUPER MARIO GALAXY 2 24



POWER PROFILES NORIYUKI IWADARE 78

REVIEW PRINCE OF PERSIA: THE FORGOTTEN SANDS 84

GAME INDEX

101 Minigolf World (DW)	20
AAA Lucha Libre Heroes of the Ring (Wii)	12
All Star Karate (Wii)	88
Arc Rise Fantasia (Wii)	34
Attack of the Movies 3D (Wii)	88
Battle of Giants: Dinosaurs—Fight for Survival (DW)	20
Bonk: Brink of Extinction (WW)	16
Car Jack Streets (DW)	21
Castlevania: Rondo of Blood (VC)	19
Def Jam Rapstar (Wii)	12
Dementium II (DS)	88
Despicable Me (Wii, DS)	12
Diner Dash (WW)	20
Disney Fireworks (DW)	21
Dragon Ball: Origins 2 (DS)	36
Drift Street International (DW)	21
Fishie Fishie (WW)	20
Game & Watch: Ball (DW)	22
Game & Watch: Chef (DW)	22
Game & Watch: Donkey Kong Jr. (DW)	22
Game & Watch: Flagman (DW)	22
Game & Watch: Helmet (DW)	22
Game & Watch: Judge (DW)	22
Game & Watch: Manhole (DW)	22
Game & Watch: Mario's Cement Factory (DW)	22
Game & Watch: Vermin (DW)	22
Ghost Trick: Phantom Detective (DS)	31
Gormiti: The Lords of Nature! (Wii, DS)	12
Ironclad (VC)	20
Ivy the Kiwi? (Wii, DS)	48
Jett Rocket (WW)	14
Libera Wing (DW)	21
Mega Man Zero Collection (DS)	28
Metroid: Other M (Wii)	38
Mr. Driller: Drill Till You Drop (DW)	21
NBA Jam (Wii)	30
Ogre Battle 64: Person of Lordly Caliber (VC)	20
Okamiden (DS)	10
Picross 3D (DS)	87
Pirates Plundarrr (Wii)	88
Pokémon HeartGold Version (DS)	72
Pokémon SoulSilver Version (DS)	72
Prince of Persia: The Forgotten Sands (Wii)	84
Rad Racer (NES)	82
Rock of the Dead (Wii)	60
Sam & Max: Beyond Time and Space (Wii)	87
Save the Turtles (DW)	21
Sin and Punishment: Star Successor (Wii)	64
Super Mario Galaxy 2 (Wii)	24
Super Yum Yum Puzzle Adventures (DW)	21
Tetris Party Deluxe (Wii, DS)	36
Tournament of Legends (Wii)	32
Trauma Team (Wii)	86
Triple Shot Sports (WW)	20
WarioWare D.I.Y. Showcase (WW)	20
Xenoblade (Wii)	11
Zoo Frenzy (DW)	21

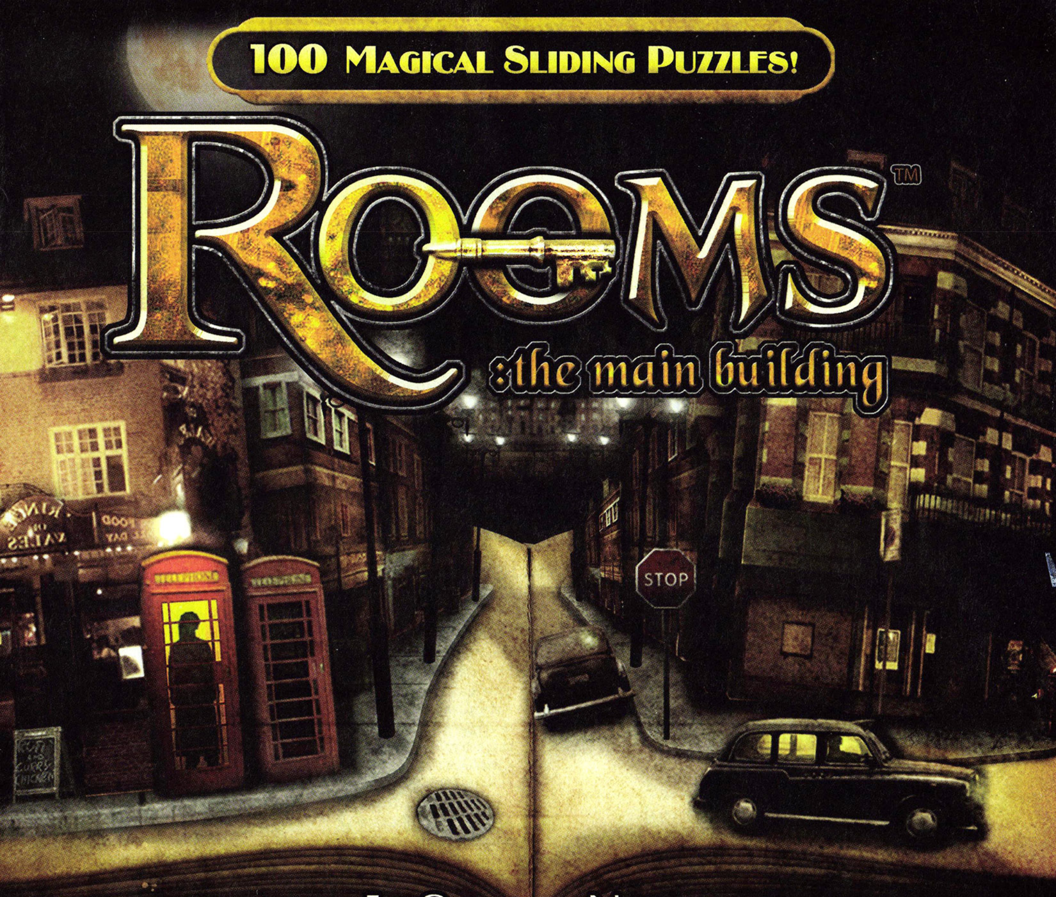
DS = NINTENDO DS
DW = DSiWARE
NES = NINTENDO ENTERTAINMENT SYSTEM
VC = VIRTUAL CONSOLE
Wii = Wii
WW = WiiWARE

NEWS 🟥
DOWNLOAD 🟦
PREVIEW ■
FEATURE ▨
PLAYBACK 🟨
REVIEW 🟦

100 MAGICAL SLIDING PUZZLES!

ROOMS™

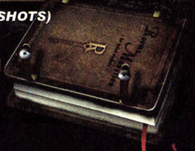
:the main building


STOP
TELEPHONE
TELEPHONE

IN STORES NOW!

Show BG
Menu
Map
Restart
?
Show BG
Menu
Map
Restart
?
Show BG
Menu
Map
Restart
?

(DS SCREENSHOTS)



USE MAGICAL OBJECTS INSIDE ROOMS AND MOVE
THE ROOMS THEMSELVES TO ESCAPE!

EVERYONE ENFANTS ET ADULTES™
E
Mild Violence
Légère violence
Violencia moderada
ESRB CONTENT RATING
CLASSIFIÉ PAR L'ESRB
www.esrb.org

HANDMADE GAME

HUDSON

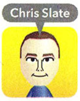
NINTENDO DS™ Wii

www.RoomsGame.com

© HUDSON SOFT Original Works by © 2005-2009 HandMade Game Rooms logo is a trademark of HandMade Game. All Rights Reserved. DynaFont is a registered trademark of DynaComware. All other trademarks are the property of their respective companies. Published by Hudson Entertainment, Inc. Distributed by Konami Digital Entertainment, Inc. Nintendo Wii is a trademark of Nintendo. Nintendo DS is a trademark of Nintendo © 2006 Nintendo.

Pulse

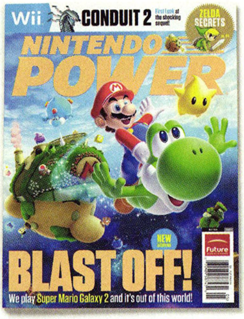
Hail to the Queen



As a kid, I was blown away when I saw that Samus was a girl during the ending to Metroid. It was the first twist I had encountered in a game, and it made me wonder just who she really was. After 23 years of Metroid adventures that only hinted at her past, I'm still curious to learn much more about Nintendo's mysterious bounty hunter. Thankfully, it appears as though Other M will finally deliver the sweeping Samus saga I've been waiting for.

Of course, Samus is a compelling character for more reasons than just her gender. She is unique among the classic Nintendo cast in that she adds a subdued, sci-fi slant to a group that is largely known for bright pastel colors and bouncy music. But among a collection of kidnap-prone princesses, it's nice to see a girl kicking alien butt. Not only is Samus one of the first video game heroines, but in my opinion, she's still the best.

CHRIS SLATE **EDITOR IN CHIEF**


Wii
CONDUIT 2 First look at the shocking sequel!
ZELDA SECRETS
NINTENDO POWER
NEW
BLAST OFF!
We play Super Mario Galaxy 2 and it's out of this world!
Future

V254 MAY 2010

Chris Slate here, back once again to answer your letters while escaping from an exploding space station. But first, this month's special letter request: in honor of Super Mario Galaxy 2's impending May 23rd release, come up with your own special Yoshi fruit and the effect it would have on Mario's trusty steed. Send your responses to the address on page 8, and we'll print the best ones!

LETTERS

Bring on the Bad Guys!

Don't you think the bad guys should get their own game? Count Bleck, Wilfre, and even the underrated Goombas deserve their chance to turn the tables. (*Especially* the Goombas!) Cool bad guys don't get enough attention. **—WILFRE'S LIL BRO.**

I *love* that idea, especially the thought of a game starring a Goomba. Hold on—how cool would it be if a bunch of Nintendo's classic minions formed the most comically inept team in gaming history? To start with, I'd put a Goomba, a Moblin, a Space Pirate, and an Eggplant Wizard on the squad. No matter what that group got up to, I'm sure it would be hilarious.

Build-a-Bros.

The WarioWare D.I.Y. review in Volume 253 got me thinking: as a part of gaming's recent do-it-yourself craze, wouldn't it be awesome if developers gave gamers the tools to create simple 2-D platformers? The technology is there; players could simply make platforms and floors as they would create objects in WarioWare, and bosses could be drawn by the player and use preset weapon choices. The ability to draw your own protagonist has already been done well in Drawn to Life, the music would be simple, and the game wouldn't need thousands of features (just look at the creative ways in which people have worked within WarioWare's limited options). Giving players a bit more control over the gameplay (such as dropping WarioWare's five-second time limit) would be enough to get fans of classic platformers to take their creative talents beyond microgames. **—GRAYSON A.**

After playing WarioWare D.I.Y., I want to see a Super Mario Bros. D.I.Y.! Think about it: you could make your own levels and put them in worlds, then share them using Nintendo Wi-Fi Connection. I would totally buy this game. **—DESULORD**

I've always dreamed of a game that lets you assemble your own Super Mario Bros. stages. Dragging and dropping pipes and Koopa Troopas? Yes, please!

While I enjoyed the first Conduit, I felt like it could have been a lot better. In fact, compared to first-person shooters on other systems, it was just OK. I wouldn't have been too excited to see a sequel, but after reading your feature, I can't wait! It seems like they're really going the extra mile with this one.

—(NO NAME GIVEN)

Bigger. Bolder. Better. The war of the worlds escalates in Conduit 2

SECOND SHOT

Born to Drive

When I recently started driving, my instructor said it looked as if I'd been doing it all my life. Then it hit me—I've been playing Mario Kart from a young age. (Thank you, Nintendo!) The only downside is that I sometimes instinctively lob fruit into oncoming traffic. **—UNINTENDED**

Well done! Now that you've got your license, be sure to use your signal well in advance of turning, stay a safe distance behind the car in front of you, always check your blind spot before changing lanes, and never, *ever* launch a blue shell when you're already in first place.

ALERT!

We Want *Your* Opinions!

We're bringing back the magazine's classic Most Wanted list and adding polls and other new ways to make your voice heard within the pages of Nintendo Power. Simply go to www.nintendopower.com/polls to weigh in on all kinds of Nintendo topics, and to tell us which upcoming games you can't wait to play. It only takes a minute, and we'll print the results right here in the mag. Thanks!

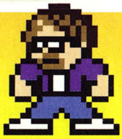
Fever Dreams

When I heard that a new Zelda game was coming to Wii, I had a very vivid dream about it. There was a vast grass-covered valley surrounded by colossal snow-capped mountains, where Link raced along at breakneck speed on top of a majestic red horse that had fire for a mane and flames blasting from its hooves. Enemies pointlessly fired arrows that passed by harmlessly as Link fought back with powerful blasts of flame that came straight from the horse itself. I won't go on any further, though, because that's when my dream took the usual turn for the weird. **—ROEDBURN**

Your dream got weirder than riding atop a fire horse? Exactly *how much* Lon Lon Milk did you drink before going to bed?

Speak & Spell

After reading your article on LEGO Harry Potter: Years 1-4, I had the greatest idea: what if you could use the Wii Speak microphone to cast spells by saying their names?! What would *not* be awesome about that? Being able to take on the role of a Harry, yelling "Avada Kedavra" at Malfoy and seeing him explode into blocks...*sigh*, how I'd love to do that. In case you haven't guessed yet, I am a *huge* Harry Potter fan. I even spent a whole day researching the Latin roots of the spell names! **—MARK**



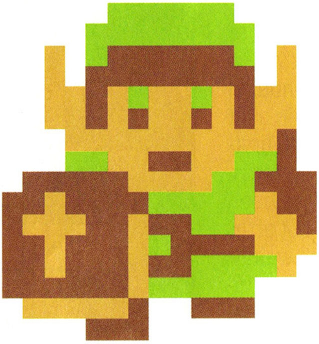
DON'T HASSLE THE HOFF

Why does everyone get mad at Chris Hoffman for his feelings on movies? The things he said about *Indiana Jones and the Kingdom of the Crystal Skull* and *Transformers* were actually right—they weren't all that good. I think Chris Hoffman should get his own section of the magazine to rate movies and TV shows.

—SPYKEXD

The Hoff says: This sounds like a pretty good idea to me, but when I tried to implement it in the magazine all of the other guys got jealous. We were on the verge of also having to include Chris Slate's section on crocheting, Justin's section on properly basting a turkey, and Steve's section on how to avoid getting your arms broken when you haven't paid your loan shark. In the end, we decided that the magazine's new title, How We Spent Our Day Instead of Playing Video Games Power, wasn't very catchy, so it's back to just Nintendo coverage for us!

I would make a Zelda game starring the NES Link. He would walk through a dungeon, and each time an enemy came close, you would tap the screen to have Link shoot with his bow. **—LINKRULES**



What microgame do *you* want to make?

I would *love* to make a racing microgame similar to Mario Kart, where you play as Mario and have to pass the finish line riding a turtle. **—JACOB M.**

I would make a microgame where a cannon shoots a cannonball at a ship. Sounds boring, you say? Did I also mention that the ship is full of pie that is being delivered to hungry barbarians? Hit the ship, and the barbarians will surrender due to a lack of rations. Miss, and your face will suffer a merciless pummeling of pie (a tasty defeat, but a defeat nonetheless). **—(NO NAME GIVEN)**

I'd make a microgame in which you tap an enemy to have Viewtiful Joe punch him at mach speed. The challenge is that you have to tap the enemy 12 times within the 4-second time limit. **—KARUTOMARU**

I've been playing WarioWare D.I.Y. and it rocks. I made a lot of games about Ace Attorney, such as one where you light up Godot's mask and find evidence. It's so awesome! **—K-C M.**

One game idea would be about a break-dancing scuba diver. He would dive underwater and dance, though he would also have to avoid being eaten by sharks and giant squids. The better he dances, the more pearls he finds. **—KIRBY MEETS DONKEY KONG**

I made a Calvin and Hobbes microgame where you touch a snowball and Calvin throws it at Susie Derkins. She falls down if you hit her, but if you miss, she comes at you with a snowball in her hand! **—SPYCOMIC29**

In my D.I.Y. game you have to tap Pikmin to make Captain Olimar pull them out of the ground, then tap a Bulborb to throw the Pikmin at. Tap too late, and the Bulborb will eat Olimar in a single monstrous gulp! **—MARIOSTAR19**

How about a microgame where you see an image of a popular game character, then have five seconds to tap in the character's name? It'd be challenging, but would test your game knowledge. **—(NO NAME GIVEN)**

I would make a microgame about a time capsule, where you put anything in it and after 100 years it opens and you see how the items have aged. That would be awesome! **—KELVOOKA94**

In my microgame you would be Ness from EarthBound, and you would have to dig around in garbage cans for burgers. Based on the number of burgers you find you win a prize, which can range from a Franklin Badge to a Bubble Monkey. **—SUDS**

I call my microgame idea The Spring's Revenge. It has Sonic the Hedgehog (2-D-style, by the way) running through Green Hill Zone. You must keep tapping Sonic until he reaches a spring, which randomly punches him in the face with a boxing glove. **—DEVEN C.**

I will make a microgame where you are Luigi and have to save Mario from a rampaging Koopa shell by throwing a fireball at it. You have to aim your fireball by tapping the screen when an arrow points to the Koopa shell. The shell shoots off the screen if hit, but if you miss, you see the classic game-over screen. **—GAMEPLAYER6458**

You control a ninja mermaid whose goal is to infiltrate a submarine and steal the scientist's notebook. **—(NO NAME GIVEN)**

PLEASE WRITE US

pulse@nintendopower.com

OR VIA CARRIER PIGEON AT

Nintendo Power/Pulse
c/o Future US
4000 Shoreline Court, Ste. 400
South San Francisco, CA 94080

TIPS FOR GETTING YOUR LETTER PUBLISHED:

Understand that the magazine staff is separate from Nintendo; we don't make the games.

Don't send links to game coverage on the Web—trust us; we see it all.

Don't ask about the status of upcoming games, or whether certain games will be announced; if we have that info, we'll always tell you.

NINTENDO POWER

GALACTIC FEDERATION

EDITOR IN CHIEF **Chris Slate**
EXECUTIVE EDITOR **Steve Thomason**
SENIOR EDITOR **Chris Hoffman**
ASSOCIATE EDITOR **Justin Cheng**
ART DIRECTOR **Chris Imlay**
CONTRIBUTING DESIGNER **Rebekah Lane**
CONTRIBUTING EDITORS **Patrick Cunningham, Andrew Hayward, Casey Loe, Nathan Meunier, Randy Nelson, George Sinfield, David F. Smith, Phil Theobald**
COPY EDITOR **Candace Cunningham**
LICENSING MANAGER **Frances Wall Jha**

BUSINESS
GROUP PUBLISHER **Kelley Corten - 650.745.9225**
VP OF SALES AND MARKETING **Rachelle Considine – rconsidine@futureus.com - 650.238.2505**
EXECUTIVE DIRECTOR INTEGRATED SALES **Nate Hunt – nhunt@futureus.com - 415.269.5408**
REGIONAL SALES DIRECTOR **Isaac Ugay – iugay@futureus.com - 949.305.0767**
REGIONAL SALES MANAGER **Rachel Campos – rcampos@futureus.com - 650.745.9207**
ACCOUNT MANAGER **Arthur St. Germain - astgermain@futureus.com - 650.238.2571**
DETROIT CONSUMER MANAGER **Alan Dickinson – alandmedia@comcast.net - 248.792.2408**
ADVERTISING COORDINATOR **Heidi Hapin – hhapin@futureus.com**
SENIOR MARKETING MANAGER **Andrea Recio-Ang – arecio-ang@futureus.com**
MARKETING COORDINATOR **Allyson Kardel – akardel@futureus.com**

PRODUCTION
PRODUCTION DIRECTOR **Michael Hollister**
SENIOR PRODUCTION COORDINATOR **Larry Briseno**
PRINT ORDER COORDINATOR **Jennifer Lim**

CONSUMER MARKETING
DIRECTOR CONSUMER MARKETING **Rich McCarthy**
CIRCULATION DIRECTOR **Crystal Hudson**
NEWSSTAND DIRECTOR **Bill Shewey**
CONSUMER MARKETING OPERATIONS DIRECTOR **Lisa Radler**
RENEWAL & BILLING MANAGER **Mike Hill**
BUSINESS MANAGER **Elliot Kiger**
SR. ONLINE CONSUMER MARKETING MANAGER **Jennifer Trinkner**
CUSTOMER SERVICE MANAGER **Mike Frassica**

FUTURE US, Inc.
4000 Shoreline Court,
Suite 400, South San
Francisco, CA 94080
www.futureus.com

PRESIDENT **John Marcom**
VP/CFO **John Sutton**
VP INTERNET DEVELOPMENT **Tyson Daugherty**
EDITORIAL DIRECTOR GAMES **Stephen Pierce**
EDITORIAL DIRECTOR MUSIC **Brad Tolinski**
EDITORIAL DIRECTOR TECHNOLOGY & LIVING **Jon Phillips**
GENERAL COUNSEL **Charlotte Falla**
HUMAN RESOURCES DIRECTOR **Nancy Durlester DuBois**

FUTURE PLC
30 Monmouth St., Bath, Avon, BA1 2BW, England
www.futureplc.com
Tel +44 1225 442244
www.futureplc.com

NON-EXECUTIVE CHAIRMAN: Roger Parry
CHIEF EXECUTIVE: Stevie Spring
GROUP FINANCE DIRECTOR: John Bowman

Nintendo Power Customer Care
P.O. Box 5770
Harlan, IA 51593-1270
1-866-941-8368
For Subscription Problems Only!
nintendopower@cdsfulfillment.com.
http://service.futureus-inc.com/
REPRINTS: For reprints, contact Reprint Management Services, 717.399.1900 ext. 100

Game trademarks and copyrights are property of their respective owners. TM, ®, the Nintendo DS logo and the Wii logo are trademarks of Nintendo.
© 2010 Nintendo.

ISSN: 1041-9551

Official Nintendo Seal

Watch as many movies as you want for only $8⁹⁹ a month.

NETFLIX
Instant Queue
The Ant Bully

Netflix now delivers TV episodes and movies **instantly to your TV via your Wii™ console.** PLUS DVDs by mail.

NETFLIX
Instant Queue
2 Days in Paris

All Wii consoles connect to the Internet

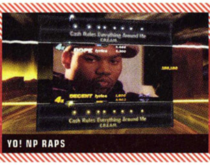
FREE TRIAL

Sign up for your free trial & get your free Netflix instant streaming disc for Wii.

www.netflix.com/Wii

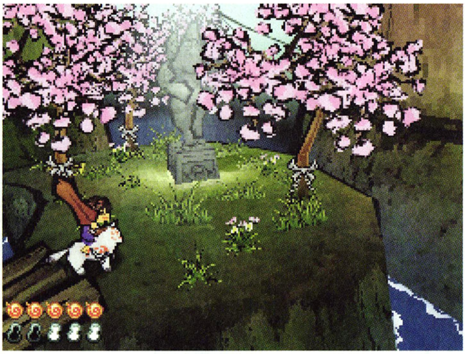
NETFLIX

Wii is a trademark of Nintendo. Trial offer available to first time and certain former members of the Netflix service and cannot be combined with any other offer. Broadband Internet access and valid payment method required to redeem offer. Netflix will begin to bill your payment method for the Netflix plan selected at sign-up at the completion of the 2 week free trial unless you cancel prior to the end of the free trial. Your Netflix membership is a month-to-month subscription that you can cancel at any time. Click the "Your Account" button for cancellation instructions. Watching Instantly: Not all DVD titles are available to watch instantly. Netflix streams instantly only to the 50 United States and the District of Columbia. Please visit www.netflix.com/TermsOfUse for complete terms and conditions, including shipping and delivery details.

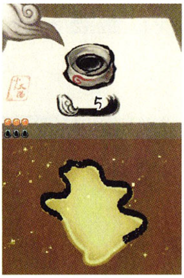

Cash Rules Everything Around Me
C.R.E.A.M.
DECENT
Cash Rules Everything Around Me
C.R.E.A.M.

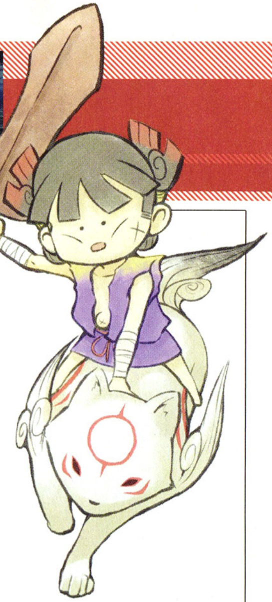
YO! NP RAPS

NICE GUYS FINISH LAST



[Right] Chibiterasu is officially the cutest god ever.





Spreading the Puppy Love

Capcom is bringing Okami's adorable DS sequel to America.

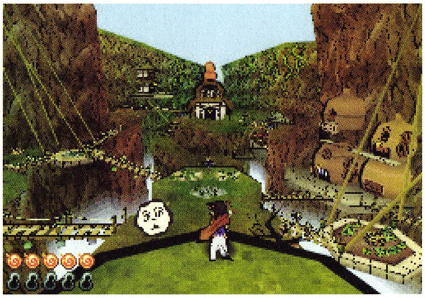
EVER SINCE Okamiden's surprise debut at last year's Tokyo Game Show, American Okami fans have been wondering about a Western release. The title isn't even out in Japan yet, but Capcom USA has decided not to keep us in suspense: Okamiden is officially coming to American DS systems as well.

Okamiden takes place shortly after deity/wolf Amaterasu and the impish Issun pacified the demons of Nippon in the original game. When Issun encounters a new demon menace in the sequel, it is not Amaterasu who saves him, but an adorable wolf pup of the same celestial bloodline. Issun dubs the pup Chibiterasu ("chibi" is a word commonly used for cute and tiny creatures in Japan), and the duo sets off to save Nippon from a new threat.

As in the original game, the pair wields the power of the Celestial Brush, now controlled with the Nintendo DS stylus. Players can pause the game at any time and encircle a cherry tree to make it burst into bloom, repair a bridge by drawing in the missing pieces, or sever an obstacle (or foe) with a horizontal slash. But new to Okamiden is the ability to guide human companions with the same stylus motions, drawing movement paths to direct them through obstacles that Chibiterasu could not endure. The game's first companion is the cowardly swordsman (swordsboy?) Kushinada, the young son of Susano and Kushi from the original Okami. When he isn't being controlled independently, Kushinada can ride on Chibiterasu's back, swinging his mighty blade at your command.

None of the original PlayStation 2 Okami staff members are involved with Okamiden—they all left years ago to found the studio we now know as Platinum Games. Instead the game is being crafted by internal Capcom staff led by Motohide Eshiro, the producer of Ace Attorney Investigations, and Kuniomi Matsushita, the director of Okami's Wii port. The most intriguing name in the credits is writer Yukinori Kitajima, an acclaimed novelist who also wrote the award-winning Wii adventure game 428: In the Blocked City, Shibuya (which was sadly never localized for Western audiences). While it isn't yet clear how much focus will be placed on Okamiden's story, the involvement of a writer of Kitajima's caliber should put to rest any fears that Chibiterasu is destined to be nothing more than the lame Scrappy-Doo of the Okami franchise.

Okamiden is looking and sounding great, but there is one teensy bit of bad news. Although the game is due out this year in Japan, Western audiences won't be able to get their hands on it until 2011. —**CASEY L.**



Unsheathing Monado

NEWS *from* JAPAN

Nintendo is finally lifting the veil on upcoming RPG epic **Xenoblade**.

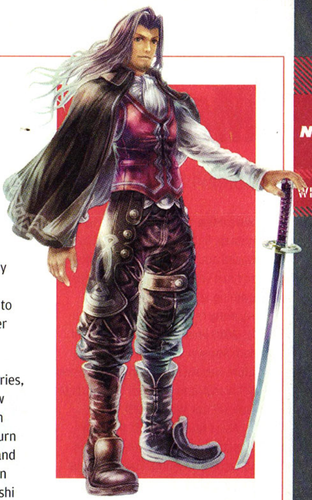
WE FIRST MET Xenoblade when it was unveiled at E3 2009 under the name Monado: Beginning of the World. The game disappeared until early this year, when it reemerged in Japan with the new title of Xenoblade. (The title pays homage to the Xenogears series that is director Tetsuya Takahashi's most famous work, but the two franchises are otherwise unconnected.) With the game nearly complete and scheduled for a June release in Japan, the long-awaited details of its world, story, and gameplay mechanics have finally begun to emerge.

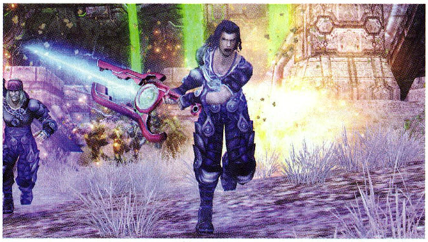
Xenoblade's world turns out not to be a world at all; the game is set entirely on the corpses of two deities who died in a cataclysmic dual held eons ago. Their two bodies are, in fact, the whole of the game's universe; there are no stars in the sky nor other landmasses in the endless sea that surrounds the continent-sized bodies. One of the fallen gods represented natural life, and his body has evolved into a rich ecosystem that ultimately birthed the advanced human civilizations the game's heroes call home. But the other god was mechanical in nature, and a less pleasant form of life evolved out of its ruins. These biomechanical monstrosities launched a surprise assault on the natural god's remains, only to be fought off by a lone hero wielding the holy sword Monado, a relic of the gods' long-ago duel. But that hero suffered severe wounds in the battle, and while the mechanical forces amass for a second invasion, a new hero capable of wielding Monado has yet to be found.

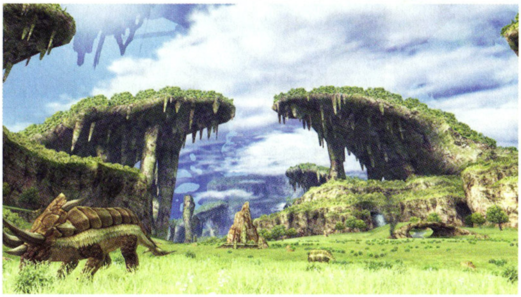
The details released about Xenoblade have focused heavily on the game's world and story, but don't expect the gameplay to be driven by the narrative. After spending many years creating cut-scene-heavy games in the Xenogears and Baten Kaitos series, director Tetsuya Takahashi now views that style of RPG creation as a dead end. "I wanted to return to the roots of the RPG genre, and make a game where the fun is in the adventuring itself," Takahashi told Japanese gaming magazine Famitsu. As a result, players can expect a game with a straightforward story (as opposed to the twisty narrative of past "Xeno" games) and a high level of freedom. Xenoblade will stream seamlessly from exploration to combat and from one area to another.

Xenoblade looks fantastic, and with a soundtrack by Kingdom Hearts composer Yoko Shimomura, it should be a treat for the ears as well. While Nintendo of America has been quiet about the title, Xenoblade remains on their release schedule with an unspecified date, so there's every reason to hope that a US localization is in the works.

—CASEY L.







Laser swords, dinos, and dueling deities. What more could you want?

NEW DIMENSION ALERT

Nintendo 3DS To Be Introduced at E3!

The DS brought us two screens and now Nintendo has announced that its next handheld will give us three dimensions. The company recently announced that the Nintendo 3DS will be introduced at this year's Electronic Entertainment Expo, and will allow players to enjoy 3-D effects without the need for any special glasses. Further details remain scarce for now, including just how the 3-D effect will be accomplished. We do know that the new portable will be backwards compatible with most existing Nintendo DS and Nintendo DSi titles, and that it's expected to go on sale somewhere in the world before April 2011. **—STEVE T.**

Masks, Music, and Magmion

Konami announces a varied spectrum of titles for Wii and DS.

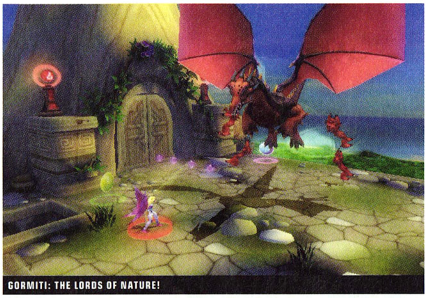
WHETHER YOU'RE INTO music games, fighting games, or cartoon-based action games, Konami hopes to have something to satisfy your gaming appetite. The publisher recently revealed several titles in its 2010 lineup—most notably Def Jam Rapstar (for Wii), AAA Lucha Libre Heroes of the Ring (for Wii and DSiWare), and Gormiti: The Lords of Nature! (for Wii and DS).

As its title suggests, Def Jam Rapstar is a music game devoted to rap and hip-hop. You're judged on your pitch, timing, and lyrical accuracy as you rap the words to 40 hit tracks from artists such as Dr. Dre featuring Snoop Dogg, 2Pac, the Wu-Tang Clan, and the Notorious B.I.G.

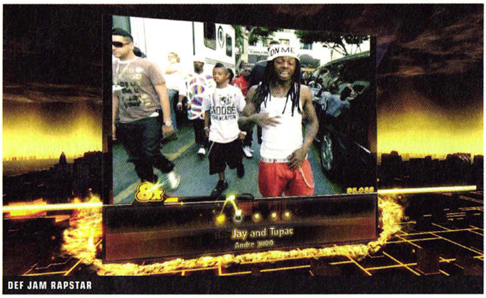
AAA Lucha Libre Heroes of the Ring, meanwhile, brings home the high-flying action of Mexican professional wrestling. The Wii version of the game features gesture-based grappling (you execute the motions shown onscreen to gain control during lock-ups) and more than 30 characters (including Wii-exclusive female *luchadores*), along with numerous modes and match types, such as Mask vs. Hair matches.

Based on a toy line and an animated TV show, Gormiti: The Lords of Nature! lets you take control of four heroes with different elemental powers—forest, air, fire, and water—and switch between them at any time. By using each character's skills, you (and a friend in two-player mode) will solve puzzles and defeat numerous enemies as you fight the forces of the evil Magmion.

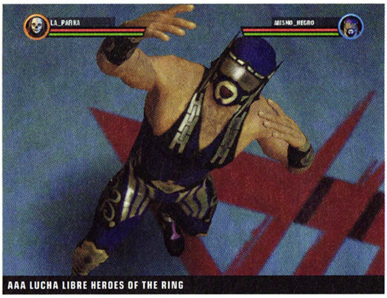
Look for all three titles in the latter half of the year. AAA Lucha Libre Heroes of the Ring is scheduled for an August release, Gormiti is slated for September, and Def Jam Rapstar should hit sometime in the fall. —**CHRIS H.**



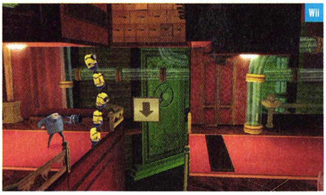
GORMITI: THE LORDS OF NATURE!



DEF JAM RAPSTAR



AAA LUCHA LIBRE HEROES OF THE RING

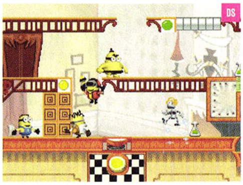


Make Way for the Bad Guy

It's your job to be the greater of two evils in **Despicable Me.**

Inspired by the upcoming animated film starring Steve Carell and Jason Segel as rival supervillains, Despicable Me is heading to Wii and DS this July courtesy of D3Publisher. The portable installment is being crafted by WayFoward (of Shantae and A Boy and His Blob), which, by our last count, has approximately 90,000 games in development. This particular effort is a 2-D puzzle-platformer reminiscent of Blizzard's classic The Lost Vikings, putting you in command of specialized minions with their own unique skills. The Sumo Minion, for instance, is the only one capable of defeating enemies, whereas the Shrinking Minion can chug potions that let him squeeze through tiny passages.

Vicious Cycle (known for the Matt Hazard series) is responsible for the Wii game, in which you guide Steve Carell's Gru on a quest to steal rocket parts so he can, in turn, steal the moon. His primary tool for realizing those ambitions is a versatile ray gun with four different settings—freeze, air, web, and magnet. He can use it not only to manipulate the environment, but to transform his minions into useful objects, as well. Firing the web at a group of flunkies will provide you a makeshift trampoline, for example. For movie-licensed games, there are some pretty creative ideas going into both versions of Despicable Me. —**STEVE T.**



GAME WATCH *forecast*

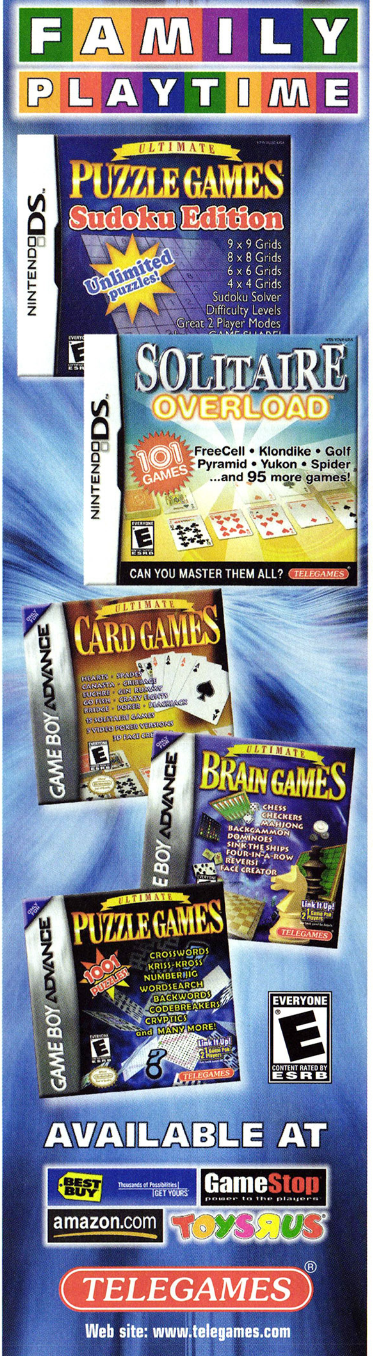
Wii

AAA Lucha Libre Heroes of the Ring	Konami	8/10
Arc Rise Fantasia	Ignition	6/10
Batman: The Brave and the Bold: The Videogame	Warner Bros.	9/10
Big Beach Sports 2	THQ	8/10
Chuck E. Cheese's Party Games	UFO	6/10
Conduit 2	Sega	FALL 10
de Blob 2	THQ	TBA
Deca Sports 3	Hudson	FALL 10
Def Jam Rapstar	Konami	FALL 10
Despicable Me	D3Publisher	7/10
EA Sports Active 2.0*	Electronic Arts	FALL 10
Enclave: Shadows of Twilight	TopWare	2010
Epic Mickey	Disney	FALL 10
FlingSmash	Nintendo	SUM 10
Flip's Twisted World	Majesco	9/10
Ghost Recon: Future Soldier	Ubisoft	HOL 10
Gormiti: The Lords of Nature!	Konami	9/10
Grease	505	TBA
Green Day: Rock Band	MTV	6/10
Greg Hastings Paintball 2	Majesco	9/10
The Grinder	TBA	TBA
Guilty Party	Disney	7/10
Hard Grip: The Climbing Game	TBA	TBA
Ivy the Kiwi?	XSEED	SUM 10
The Last Airbender	THQ	6/10
Legend of the Guardians	Warner Bros.	9/10
The Legend of Zelda*	Nintendo	TBA
LEGO Harry Potter: Years 1-4	Warner Bros.	6/10
LEGO Star Wars III: The Clone Wars	LucasArts	Q4 10
Line Attack Heroes	Nintendo	TBA
The Lord of the Rings: Aragorn's Quest	Warner Bros.	9/10
Lost in Shadow	Hudson	FALL 10
Metroid: Other M	Nintendo	6/10
Mr. T	TBA	TBA
NBA Jam	EA Sports	FALL 10
NHL 2K11	2K Sports	FALL 10
Oops! Prank Party	Hudson	FALL 10
Pyroblazer	TBA	TBA
Rock Band 3	MTV Games	HOL 10
Rock of the Dead	Conspiracy	SUM 10
Sengoku Basara Samurai Heroes	Capcom	9/10
Samurai Warriors 3	Nintendo	FALL 10
Shaun White Skateboarding	Ubisoft	Q4 10
Sin and Punishment: Star Successor	Nintendo	6/10
Sky Pirates of Neo Terra	Aspyr	TBA
Spider-Man: Shattered Dimensions	Activision	9/10
Stratusphere	TBA	TBA
Super Mario Galaxy 2	Nintendo	5/10
Tetris Party Deluxe	Majesco	6/10
Tiger Woods PGA Tour 11	EA Sports	6/10
Tournament of Legends	Sega	6/10
Toy Story 3	Disney	6/10
TrackMania	TBA	TBA
Transformers: Cybertron Adventures	Activision	6/10
Wipeout: The Game	Activision	SUM 10

NINTENDO DS

100 Classic Books	Nintendo	6/10
Batman: The Brave and the Bold: The Videogame	Warner Bros.	9/10
Chuck E. Cheese's Party Games	UFO	6/10
Crafting Mama	Majesco	FALL 10
Despicable Me	D3Publisher	7/10
Disciples II	Strategy First	TBA
Doodle Hex	TBA	TBA
Dragon Ball: Origins 2	Namco Bandai	6/10
Dragon Quest VI: Realms of Reverie	Square Enix	TBA
Dragon Quest IX: Sentinels of the Starry Skies	Nintendo	SUM 10
Duke Nukem Trilogy: Chain Reaction	Deep Silver	TBA
Duke Nukem Trilogy: Critical Mass	Deep Silver	TBA
Duke Nukem Trilogy: Proving Grounds	Deep Silver	TBA
Easy Piano	Valcon	2010
Galactic Taz Ball	Warner Bros.	FALL 10
Ghost Trick: Phantom Detective	Capcom	WIN 10
Ghostwire: Link to the Paranormal	Majesco	10/10
Golden Sun DS	Nintendo	2010
Gormiti: The Lords of Nature!	Konami	9/10
Grease	505	TBA
Ivy the Kiwi?	XSEED	SUM 10
The Last Airbender	THQ	6/10
Legend of the Guardians	Warner Bros.	9/10
LEGO Harry Potter: Years 1-4	Warner Bros.	6/10
LEGO Star Wars III: The Clone Wars	LucasArts	Q4 10
The Lord of the Rings: Aragorn's Quest	Warner Bros.	9/10
Mega Man Zero Collection	Capcom	6/10
Okamiden	Capcom	2011
Pirate Battle	Orbital Media	TBA
Project Monster	TBA	FALL 10
Puzzle Overload	Telegames	SPR 10
Puzzle Quest II	D3Publisher	5/10
River City Soccer Hooligans	Aksys	5/10
River City Super Sports Challenge	Aksys	7/10
Scribblenauts Sequel*	Warner Bros.	FALL 10
Solitaire Overload Plus	Telegames	SPR 10
Spider-Man: Shattered Dimensions	Activision	9/10
Tetris Party Deluxe	Majesco	6/10
TNA Impact!: Cross the Line	SouthPeak	WIN 10
Transformers: War for Cybertron–Autobots	Activision	6/10
Transformers: War for Cybertron–Decepticons	Activision	6/10
Wipeout: The Game	Activision	SUM 10
Witch's Wish	Natsume	Q2 10

RED TEXT = TITLES ADDED THIS MONTH. *TENTATIVE TITLE NOTE: RELEASE DATES OFTEN CHANGE.



DOWNLOAD

IN THIS SECTION

WIIWARE PREVIEW
Jett Rocket

WIIWARE PREVIEW
Bonk: Brink of Extinction

WIIWARE REVIEWS
DINER DASH
FISHIE FISHIE
TRIPLE SHOT SPORTS
WARIOWARE D.I.Y. SHOWCASE

VIRTUAL CONSOLE REVIEWS
CASTLEVANIA: RONDO OF BLOOD
IRONCLAD
OGRE BATTLE 64: PERSON OF LORDLY CALIBER

DSIWARE REVIEWS
101 MINIGOLF WORLD
BATTLE OF GIANTS: DINOSAURS—FIGHT FOR SURVIVAL
CARJACK STREETS
DISNEY FIREWORKS
DRIFT STREET INTERNATIONAL
GAME & WATCH: BALL
GAME & WATCH: CHEF
GAME & WATCH: DONKEY KONG JR.
GAME & WATCH: FLAGMAN
GAME & WATCH: HELMET
GAME & WATCH: JUDGE
GAME & WATCH: MANHOLE
GAME & WATCH: MARIO'S CEMENT FACTORY
GAME & WATCH: VERMIN
LIBERA WING
MR. DRILLER: DRILL TILL YOU DROP
SAVE THE TURTLES
SUPER YUM YUM PUZZLE ADVENTURES
ZOO FRENZY

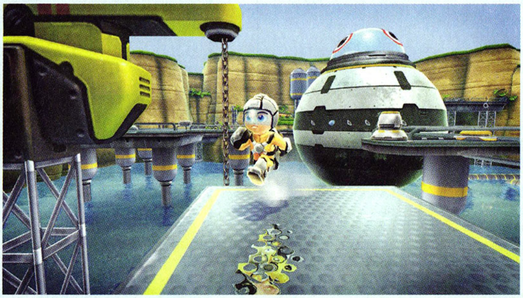
Jett-Powered Platformer

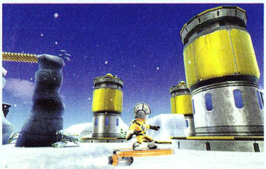
Jett Rocket soars to the rescue in his self-titled WiiWare adventure.

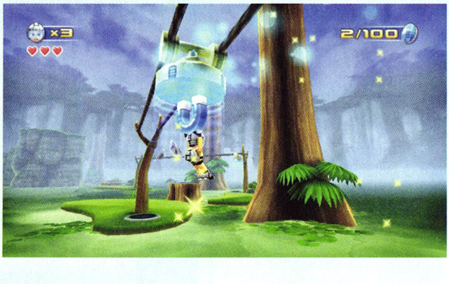
YOROPPA WAS A peaceful world of lush plains and pristine oceans until the evil Power Plant Posse came to steal all of its energy. Fortunately, Planetary Inspector Jett Rocket is on the case, with only his softball-sized eyes and trusty jet pack to save the day. Yeah, you heard me: the *Power Plant Posse*. With a story this goofy, Jett Rocket had better look and play *great*. And from what we've experienced so far, it's well on its way.

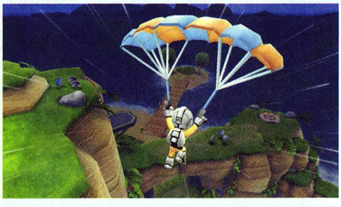
German developer Shin'en has had plenty of critical success with casual WiiWare titles such as Fun! Fun! Minigolf and the recently released Art of Balance, but Jett Rocket is the most ambitious WiiWare title that Shin'en—or perhaps anyone—has ever attempted. Fully aware that Wii console owners have been spoiled on the action-platform genre by Nintendo's own Mario series, the company set an audacious goal to at least match Mario at his own game. The developers have certainly succeeded on the tech front; Jett Rocket runs at a silky-smooth 60 frames per second at 480p resolution—impressive stats that do indeed put it in Super Mario Galaxy's rarified league.

Super Mario Galaxy also served as the jumping-off point for the game's familiar control scheme. Players use the Nunchuk controller to move Jett, the A Button to jump, and use the Wii Remote's Control Pad for camera controls. But Jett can leave Mario in the dust with a second midair tap of the A Button, which will light the burners on his jet pack and allow him to soar freely until he runs out

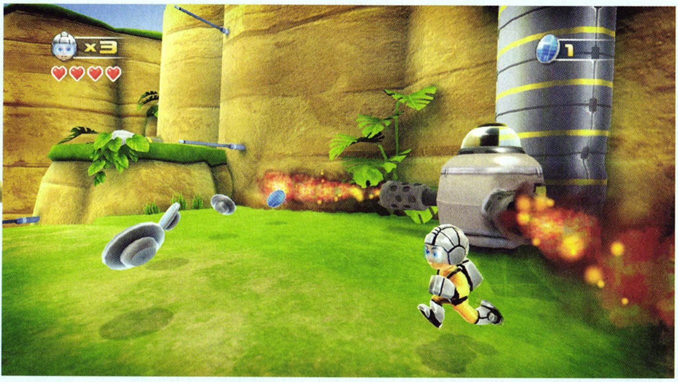








Jett has several means of transportation at his disposal, including a jet boat, a snow mobile, and a parachute.

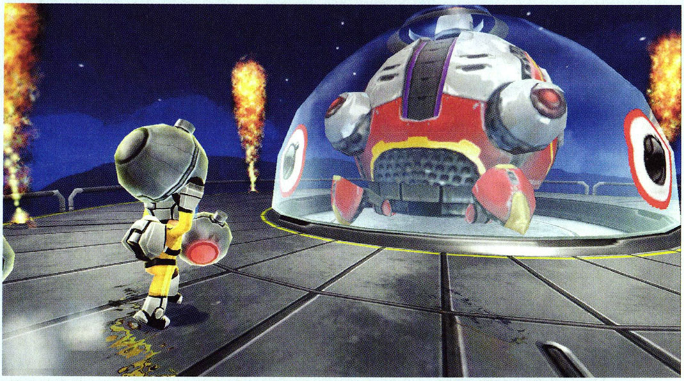


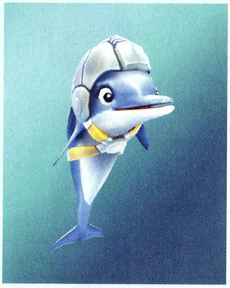
of fuel. (Each level will have plenty of fuel stations where he can get a fill-up.) Planetary inspectors don't pack heat, so Jett will need to use jet-pack momentum against his foes, as well. While Jett's on solid ground, a shake of the Wii Remote controller will send him blasting helmet-first at his nearest foe. While he's in midair, the same shake of the remote will unleash an earth-shattering "ground pound" attack.

Yoroppa is composed of three zones: an icy peak, a dense jungle, and a coastal atoll, each with four levels that end in boss encounters.

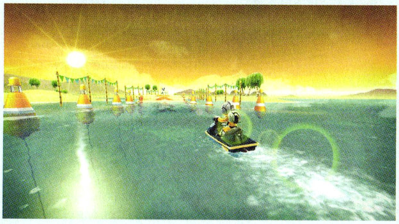
The game breaks from the Super Mario Galaxy mold with its level designs, offering larger areas with more freedom for exploration. In fact, many of the areas are so vast that even a jet pack won't cut it; Jett can cruise the seas with a personal watercraft, plow through fresh powder in a rocket-powered snowboard, and paraglide from peak to peak with an extendable parachute. It wouldn't be much fun exploring if there wasn't anything to find, so the developers have included 20 special awards that players can claim by uncovering hidden areas and completing other secret achievements.

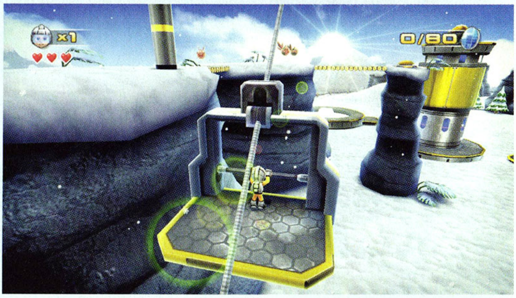
The WiiWare service has never seen a game of this scale before, and for good reason; the file size for WiiWare titles is limited, and in past games it usually hasn't been enough for more than a few hours of content when using textured 3-D environments. But Shin'en claims the custom tools they developed when making DS cartridge games have allowed them to compress over 400 megabytes of content into the easily downloadable package. Wii owners should be able to unwrap that package—Power Plant Posse and all—very soon; it could even be available by the time you read this. **—CASEY L.**

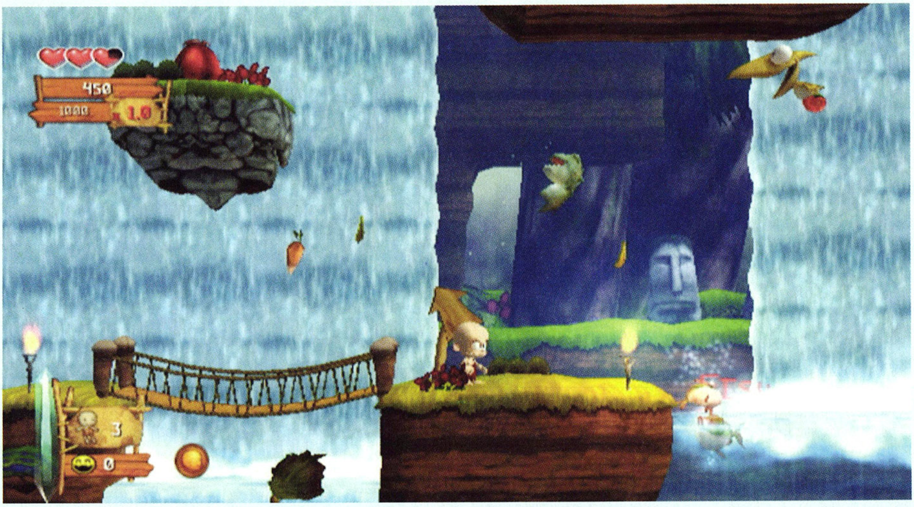




[Left] Rudolpho the dolphin may look cute, but he's a heck of a racer.

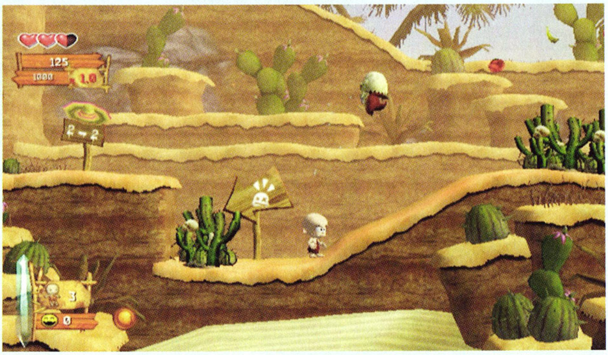




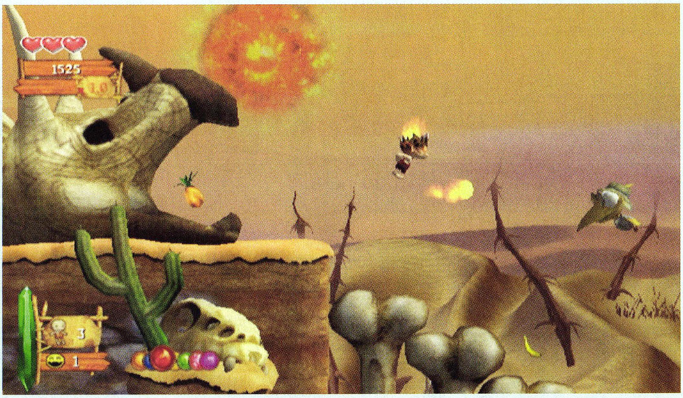


Back from the Stone Age

Hudson's classic caveman continues to evolve on WiiWare in **Bonk: Brink of Extinction.**



BONK, THE large-headed caveman kid, was looking good the last time we saw him, a few months back. Now that we've seen him again—and gone hands-on with his upcoming WiiWare title, Bonk: Brink of Extinction—he's looking even better. Bonk was one of the most iconic characters of the 16-bit era and he remains one of the most recognizable heroes on publisher Hudson's roster, so the company is taking the time the ensure that the prehistoric head-banger lives up to his legacy. The bad news is that means the game has been delayed (probably until this fall), but the good news is that when it sees release, Bonk: Brink of Extinction could be one of the most

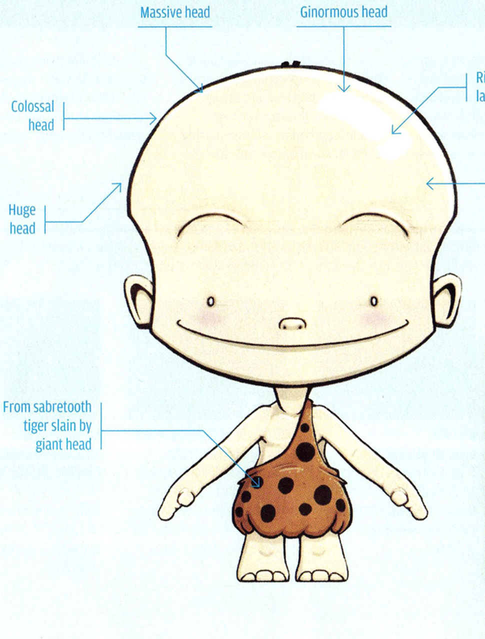


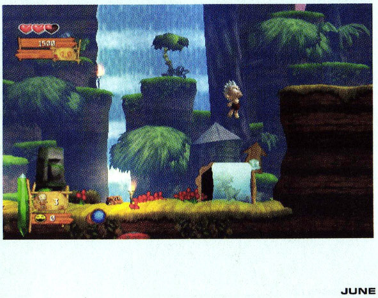
polished platformers on WiiWare.

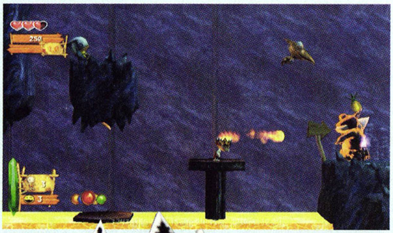
In this all-new prehistoric romp, Bonk is on a mission to save Earth from an impending meteorite collision. To do so, he'll journey through three worlds (the jungle, the desert, and the Earth's core), each with 10 stages (not counting bonus areas). Like in his 16-bit quests, Bonk's main weapon is his oversized head—he can slam his cranium into enemies, jump into the air and dive at them head first, or headbutt baddies out of the sky. You can knock an enemy silly, then juggle it with repeated head attacks to earn more points. Bonk's no slouch in the maneuverability department, either. He can jump, double-jump, and repeatedly flip in the air to extend his hang time, plus he can climb certain cliffs and swim—even straight up waterfalls. Sure, ancient Earth is full of hazards like googly-eyed raptors, piranhas, and "terror-dactyls," but Bonk is more than up to the task, especially when he chows down on meat to temporarily increase his attack power. (Eating a second piece of meat grants him short-term invincibility.)

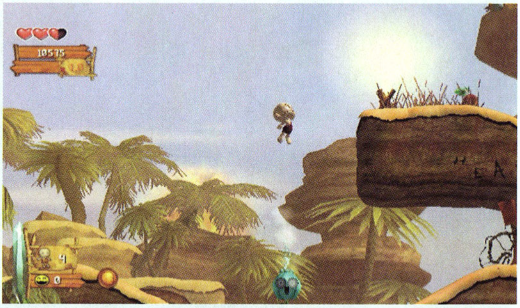
Better yet, throughout the adventure Bonk will acquire all-new transformative abilities, powered by primordial ooze. His first power is an ice transformation that lets him freeze enemies solid. After your foes are frozen you can clobber 'em, use them as platforms, or push them onto switches to open doors. You'll acquire the second power, a fire transformation, after defeating a midlevel boss; flames not only incinerate foes from afar, but they let you destroy certain rocks to reach new areas. Eventually you'll gain a water transformation (which lets you ensnare enemies in bubbles

ANATOMY OF PITHECANTHROPUS COMPUTERUS

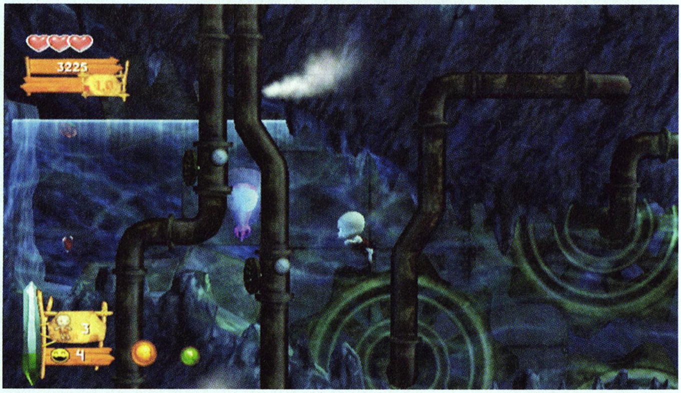








[Left] Surprisingly, having a smoldering head is quite useful.



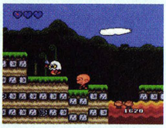
and use them as floating platforms), a triceratops transformation (for smashing through obstacles), and a mini-Bonk transformation (for getting into small areas), plus a top-secret sixth ability. Bonk's powers are limited by how much primordial ooze you have on hand, but they're great for accessing optional routes through the levels (the game is full of 'em) and discovering secrets, such as permanent health upgrades and hidden letter tokens. By assembling the letters into words (which can be found scrawled on walls in some levels), you'll unlock bonus goodies.

To top it off, the game will feature two-player co-op action (the second player can drop in or out at any time), three difficulty settings, online leaderboards, downloadable content, and multiple play modes.

It's been more than a decade since Bonk last starred in a console game, but if Brink of Extinction lives up to its potential, his latest title will be well worth the wait. —**CHRIS H.**

GET PREHISTORIC!

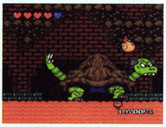
If you're not familiar with Bonk, there's an easy way to get acquainted with him—his original adventures on the TurboGrafx16 and Turbo CD are available for download on Virtual Console. Check them out in preparation for Bonk's WiiWare debut.



BONK'S ADVENTURE

ORIGINAL RELEASE: 1990

In Bonk's debut title, the hard-headed hero is on a mission to rescue Princess Za from the evil King Drool.



BONK'S REVENGE

ORIGINAL RELEASE: 1991

Though the game is called Bonk's Revenge, it's actually King Drool who wants vengeance.

SC:00131450

AIR ZONK

ORIGINAL RELEASE: 1992

Technically not a Bonk game, Air Zonk is a wacky cartoon shooter starring a futuristic, sunglasses-wearing version of Bonk.

BONK 3: BONK'S BIG ADVENTURE

ORIGINAL RELEASE: 1993

The main addition in Bonk 3 is the ability to make Bonk grow or shrink by consuming certain power-ups. It also features a two-player mode.

SUPER AIR ZONK: ROCKABILLY PARADISE

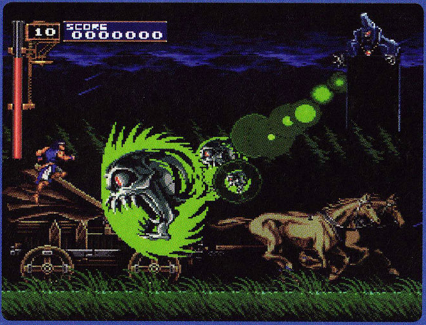
ORIGINAL RELEASE: 1993

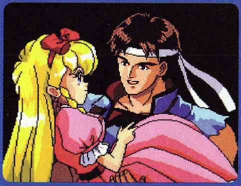
This sequel to Air Zonk delivers all-new levels and enemies, as well as an unusual CD-quality rockabilly soundtrack.

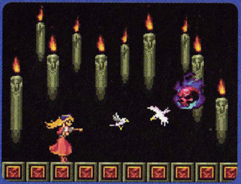
EVALUATION STATION

WiiWARE
VIRTUAL CONSOLE
DSiWARE

VIRTUAL CONSOLE







CASTLEVANIA: RONDO OF BLOOD

PLATFORM: **TURBOGRAFX16 CD** PUBLISHER: **KONAMI**
GENRE: **ACTION** ORIGINAL RELEASE: **1993**

Chris Sl's Pick

Many hardcore fans consider Rondo of Blood to be the best of the classic Castlevanias, even though the game had never been sold here in its original form. Now that the import has hit Virtual Console, however, everyone can finally see what the fuss is about.

One thing's for sure: this is certainly one of the most challenging entries in the storied series. While all of the old Castlevania titles are famously difficult, I still wasn't prepared for the beating that Rondo of Blood gave me. The challenge is fair for the most part, although some enemies aren't above taking cheap shots (see the sidebar). Thankfully, unlike in many old games, your progress is saved automatically. You can even replay cleared levels in any order, and choose to play as either Richter Belmont (the series's typical whip-wielding macho man) or Maria (a 12-year-old girl who attacks with a pair of white doves). It's slightly annoying that the cheery and comical Maria—who doesn't fit the game's atmosphere at all—is often the better choice. Her double doves are just as powerful as Richter's whip, plus they fire more rapidly, and her silly belly slide makes her much better at evasion. I would sometimes pick Maria after several failed attempts with Richter, but it kind of felt like the game stopped being Castlevania with her in there.

I can certainly see why Rondo would've wowed fans back in its day, with the improved music and story cut-scenes that were so impressive when games first migrated to CDs. The game is also the best looking of the pre-PlayStation Castlevanias, and packs in more stages and bosses than can be seen on a single playthrough.

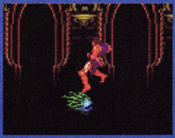
With so much going for it, Rondo of Blood was definitely worth the wait. But is it the best in the series? It's too tough to call, but I will say this: if you've got some skill and don't mind a challenge, Rondo is easily one of the best games on Virtual Console.

23
SCORE 0000470

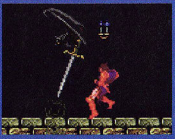
16
SCORE 0016000

ARRRRRRRRRRRRR-RRRRRRRRRRRRRG!

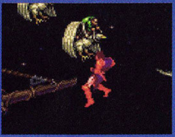
These four foes can turn even the most cool-headed gamer into a raging lunatic.



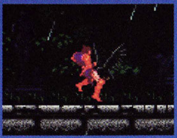
FLYING MEDUSA HEADS
For knocking me into pits when I jump, I'm glad these Medusas lost their heads.



GIANT BATS WITH SWORDS
The series's pesky bats were already a pain, and now they're *armed*? What's next? They eat your whip?



HUNCHBACKS RIDING BIRDS
How do you make a hunchback's unpredictable attack pattern even more annoying? Put the little bugger on a bird.

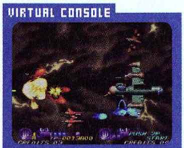


CROTCH-SEEKING CROWS
These tough-to-spot jerks deliver more low blows than an episode of America's Funniest Home Videos.

Recommended

EVALUATION STATION

VIRTUAL CONSOLE



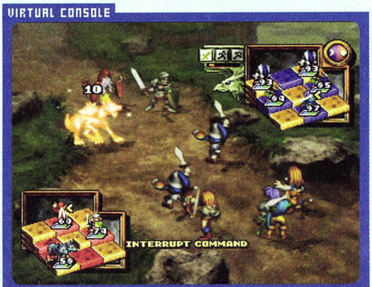
IRONCLAD

PLATFORM: **NEOGEO**
PUBLISHER: **D4 ENTERPRISE/SNK**
GENRE: **SHOOTER**
ORIGINAL RELEASE: **1996**

Ironclad's biggest appeal is its obscurity; shooters were a dime a dozen on NeoGeo, but this is one of the rarest. In fact, this is the first time the game's been released in North America. As far as gameplay goes, Ironclad is solid but unspectacular. The action (which supports two-player co-op) is intense and there's a lot of strategy involved in using the detachable weapons pod on the front of your ship, but the murky visuals are unappealing. —**CHRIS H.**

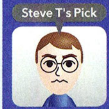
Hmmm...

VIRTUAL CONSOLE



OGRE BATTLE 64: PERSON OF LORDLY CALIBER

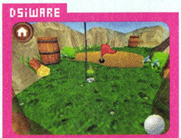
PLATFORM: **NINTENDO 64** PUBLISHER: **SQUARE ENIX/ATLUS**
GENRE: **STRATEGY** ORIGINAL RELEASE: **2000**


Steve T's Pick

Strategy games are, sadly, a dying breed, so it's nice to see one of my all-time favorites come to Virtual Console. Ogre Battle 64 offers incredible depth when it comes to honing your army, requiring and rewarding an obsessive level of micromanagement. It also draws you in with a branching tale of political intrigue, not to mention one of the greatest subtitles ever.

Recommended

DSiWARE



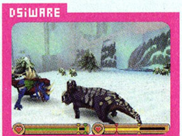
101 MINIGOLF WORLD

PUBLISHER: **TEYON**
GENRE: **SPORTS**
NINTENDO DSi POINTS: **500**

A golf game (mini or not) needs solid aiming and swinging mechanics to succeed. Aiming in 101 MiniGolf World is locked to camera control, and is both touchy and limiting. You swing by executing an upward slash of the stylus, but power is frustratingly difficult to control. Par for some holes is double digits, so you have quite a bit of room for error, but that's a weak fix for a lack of good golf-game fundamentals. —**GEORGE S.**

Grumble Grumble

DSiWARE



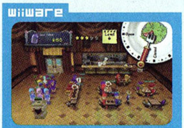
BATTLE OF GIANTS: DINOSAURS—FIGHT FOR SURVIVAL

PUBLISHER: **UBISOFT**
GENRE: **ACTION**
NINTENDO DSi POINTS: **800**

As far as fights for survival go, this turn-based battler isn't a very challenging one. You wander around a lush world, pick fights with other dinos, and collect fossils and eggs. If you're proficient at tracing an outline within a time limit, your creature's attacks will be strong and the only thing you'll have to worry about is the next ice age. Tap-and-follow play control is excellent, as are character animation and graphics. —**GEORGE S.**

Hmmm...

WiiWARE



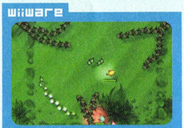
DINER DASH

PUBLISHER: **HUDSON**
GENRE: **ACTION**
Wii POINTS: **1,000**

It's not available in as many formats as Tetris, but Diner Dash has been around the block. This version is standard-issue: a mad rush to run restaurants of increasing size and swankiness. Play control is far too touchy when you're greeting customers: precious seconds tick off while you attempt to stand in just the right spot to make them glow—frustrating. If you can get past that, you'll get caught up in the game's manic energy and surprisingly deep strategy. —**GEORGE S.**

Hmmm...

WiiWARE



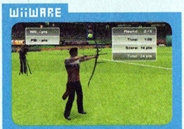
FISHIE FISHIE

PUBLISHER: **DK GAMES**
GENRE: **ACTION**
Wii POINTS: **500**

Fishie Fishie gives you an overhead view of a coral reef and control over a rudderless guppy. Press the A Button to circle right, and release it to circle left. The challenge of each mode, such as a soccer game and a round of capture the flag (actually a starfish), is based on the wobbly nature of your fishie's swimming impediment. It's mildly fun as a single-player game, but it's much more entertaining if others (up to four) are struggling along with you to swim in a straight line. —**GEORGE S.**

Hmmm...

WiiWARE



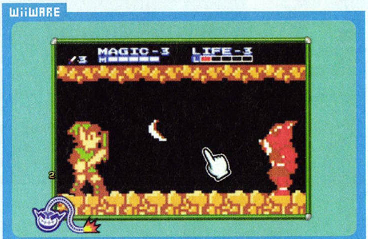
TRIPLE SHOT SPORTS

PUBLISHER: **THE CODE MONKEYS**
GENRE: **SPORTS**
Wii POINTS: **500**

If obscure aiming sports are your thing, you're in luck (sort of): you can now awkwardly mock archery, rapid-fire pistol, and running-target "action" using your Wii Remote. Unfortunately, that's all you'll find here, and it isn't enough. Even if it were, the aiming system is effectively broken; The Code Monkeys added hand sway as a game dynamic (not realizing that your real-life hands already have this covered). —**PATRICK C.**

Grumble Grumble

WiiWARE



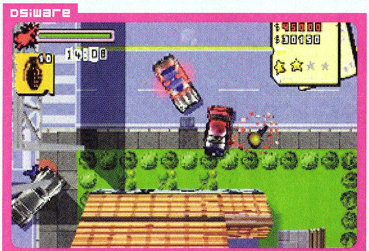
WARIOWARE D.I.Y. SHOWCASE

PUBLISHER: **NINTENDO** GENRE: **ALTERNATIVE** Wii POINTS: **800**

Though WarioWare D.I.Y. Showcase comes with more than 70 all-new ready-to-play microgames, this title's real value is the promise of a never-ending stream of downloadable software over Nintendo Wi-Fi Connection. Sure, this game lacks variety compared to past WarioWare titles since all the microgames are controlled by pointing and clicking, but the potential for limitless new games makes up for it, especially if you have friends with original creations to share from WarioWare D.I.Y. for DS. You can tell, however, that many of the microgames were made for handheld, touch-screen play; they often don't work as well with pointer controls. Nonetheless, if you want to play, not create, this is a solid investment. —**CHRIS H.**

Recommended

DSiWARE



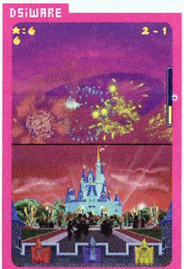
CAR JACK STREETS

PUBLISHER: **TAG GAMES** GENRE: **ACTION** NINTENDO DSi POINTS: **800**

With the game's top-down camera perspective and the phrase "car jack" in its title, it's fairly obvious that Car Jack Streets is attempting to replicate the classic Grand Theft Auto/GTA: Chinatown Wars experience. And for the most part, Car Jack Streets is successful; as in GTA, you can run around a large city, take missions, jack cars, shoot stuff, and blow things up. Unfortunately, the game lacks the compelling story and characters that the GTA titles are known for, and the gameplay isn't quite as solid as I'd like. But given its relatively cheap price and its unique real-time feature (you have to earn $50,000 per week in order to pay off a million-dollar debt, and the game keeps track of the days in real time), Car Jack Streets is worth checking out. —**JUSTIN C.**

Recommended

DSiWARE



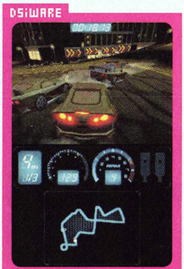
DISNEY FIREWORKS

PUBLISHER: **DISNEY INTERACTIVE**
GENRE: **PUZZLE**
NINTENDO DSi POINTS: **800**

The goal here is more arcade than puzzle; you shoot colored fireworks at same-colored targets with pinpoint timing. Naturally, manic speed ensues. Yes, this is glorified Whac-a-Mole, and yes, it gets old fast. This is more about branding than gameplay. —**PATRICK C.**

Grumble Grumble

DSiWARE



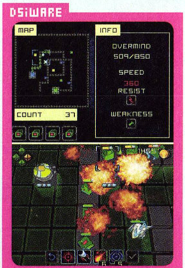
DRIFT STREET INTERNATIONAL

PUBLISHER: **TANTALUS**
GENRE: **RACING**
NINTENDO DSi POINTS: **800**

Desperately in need of a warm-up race to ease you into its drifting mechanic, Tantalus's racer drops you right into a winner-takes-all challenge against expert competition. Responsive controls and beautiful graphics are wasted if you can't advance. —**GEORGE S.**

Hmmm...

DSiWARE



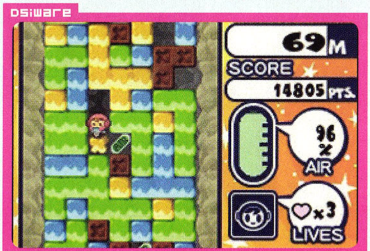
LIBERA WING

PUBLISHER: **PIXEL FEDERATION**
GENRE: **STRATEGY**
NINTENDO DSi POINTS: **800**

Libera Wing skews the standard tower-defense formula; each level requires players to *survive* the assembled towers before taking control to defend against attackers. Though the game could use a good bit of polish, strategic depth and a sense of progression justify continued play. —**PATRICK C.**

Recommended

DSiWARE



MR. DRILLER: DRILL TILL YOU DROP

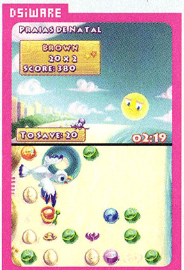
PUBLISHER: **NAMCO BANDAI** GENRE: **PUZZLE** NINTENDO DSi POINTS: **800**

Phil T's Pick

The Mr. Driller series takes a standard block-matching puzzle game and injects it with a healthy dose of Dig Dug-inspired action. This DSiWare entry is surprisingly full-featured, with multiple playable characters and the standard Mission and Time Attack modes (each with several stages). There's also the fantastic Dristone mode, which adds a strategy element by requiring careful planning and skillful item use to succeed. There are even unlockable power-ups to earn. The only thing missing is multiplayer, but the low price makes up for that.

Recommended

DSiWARE



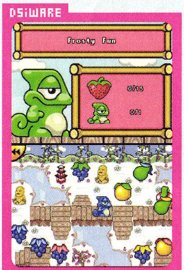
SAVE THE TURTLES

PUBLISHER: **SABARASA**
GENRE: **PUZZLE**
NINTENDO DSi POINTS: **500**

A grid-based puzzler, Save the Turtles invites players to line up alike turtles—avoiding beach perils and the blazing sun—to whisk them safely to sea. While the gameplay can grow repetitive, the cute premise and solid execution offer undeniable value. —**PATRICK C.**

Recommended

DSiWARE



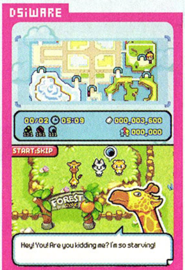
SUPER YUM YUM PUZZLE ADVENTURES

PUBLISHER: **MASTERTRONIC**
GENRE: **PUZZLE**
NINTENDO DSi POINTS: **800**

When Dino Leon matches a fruit's main color (a red strawberry, for example), he eats it to transform to the secondary color (the strawberry's green stem). The chain continues. It's a tad too simple, but it's well executed. —**GEORGE S.**

Hmmm...

DSiWARE



ZOO FRENZY

PUBLISHER: **GAMELOFT**
GENRE: **SIMULATION**
NINTENDO DSi POINTS: **500**

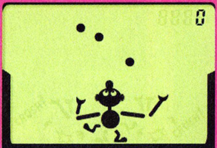
Zoo Frenzy tries to be several things at once—part management sim, part RPG, and part minigame collection. It's a cute and pleasant enough diversion for the price, but the overly basic gameplay, awkward menus, and occasionally bad control keep it from being a must-play title. —**PHIL T.**

Hmmm...

EVALUATION STATION

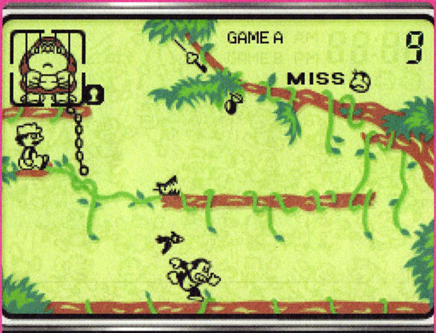
WiiWARE
VIRTUAL CONSOLE
DSiWARE

DSiWARE



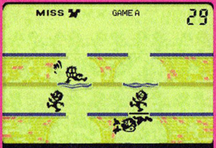
GAME & WATCH: BALL

Grumble Grumble



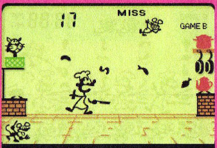
GAME & WATCH: DONKEY KONG JR.

Recommended



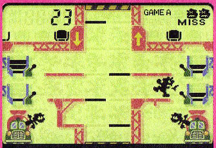
GAME & WATCH: MANHOLE

Recommended



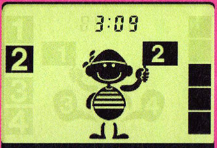
GAME & WATCH: CHEF

Recommended



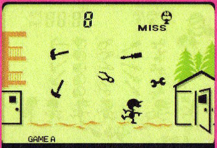
GAME & WATCH: MARIO'S CEMENT FACTORY

Recommended



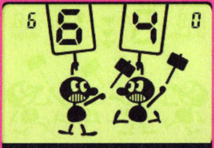
GAME & WATCH: FLAGMAN

Grumble Grumble



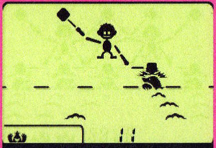
GAME & WATCH: HELMET

Hmmm...



GAME & WATCH: JUDGE

Grumble Grumble



GAME & WATCH: VERMIN

Hmmm...

GAME & WATCH

PUBLISHER: **NINTENDO** GENRE: **ACTION** NINTENDO DSi POINTS: **200 EACH**

GAME & WATCH
BALL
LEFT
RIGHT

Nearly a decade before the Game Boy, Nintendo entered the portable game market in 1980 with the release of the first Game & Watch title. As the name suggests, these standalone handheld devices combined simple yet addictive LCD games with a digital watch and alarm. Between 1980 and 1991, dozens of different Game & Watch titles were released. Now Nintendo has brought some of these retro favorites to DSiWare. Considering that original Game & Watch games can fetch hundreds of dollars from collectors, these near-perfect reproductions (they lack only the alarm function) are a steal for only 200 Nintendo Points.

Ball was the first title in the Game & Watch series, and it shows in its simplicity. The goal is to move a juggler's hands back and forth in order to keep two or three balls (depending on the difficulty setting) is the air. This basic premise becomes boring after a bit, even when the challenge picks up.

Chef also involves juggling, only this time you must continuously flip various foodstuffs into the air with your frying pan. Despite the vaguely similar premise, the random nature of the height the food reaches and the speed at which it falls (along with a pesky food-grabbing cat) make this game much more exciting.

The best Game & Watch title to hit DSiWare so far is definitely **Donkey Kong Jr.** This version of the classic arcade game has only one level, but with its fun layout, loads of enemies, and multiple ways to earn points, it's a blast to play again and again.

The second Game & Watch title to be released back in the early '80s was **Flagman**. Like Ball, it's incredibly simple—it's a variant of the old Simon matching game. Seeing how long of a number sequence you can remember just doesn't have the same appeal that it did 30 years ago.

In **Helmet**, the goal is to run across the screen without getting bonked on the head by a steady stream of falling tools. However, the door you must run through opens and closes randomly, forcing you to continue dodging obstacles until you can get inside. This keeps the action hectic, but it can grow repetitive.

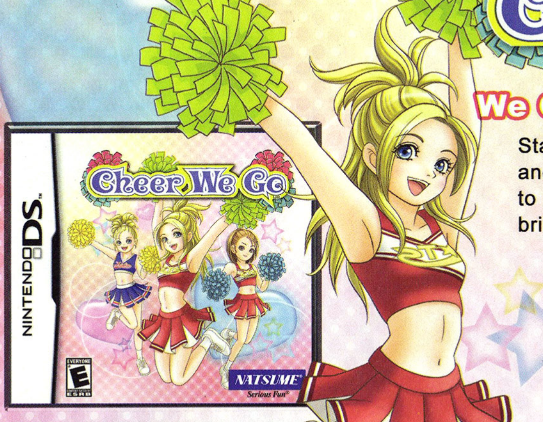
Judge is a two-man quick-draw contest in which each competitor holds up a number at random. The competitor with the higher number must then attack, and the other must dodge. The addition of a two-player mode is nice, but even against a friend, the action gets old fast.

In order to succeed in **Manhole**, you need to be able to think on multiple levels. Rapidly moving between a pair of broken bridges to prevent passersby from falling into the water is challenging, and the amusing looks on your character's face is good for a chuckle or two.

After Donkey Kong Jr., **Mario's Cement Factory** is the best Game & Watch title on DSiWare. With two sets of moving elevators and four mixers that rapidly fill with cement, this game has a surprising amount of depth and plenty of challenge.

Vermin is a Game & Watch version of Whac-a-Mole. Smacking moles on the head with hammers is always a good time, but the steady rate of the critters' burrowing causes the gameplay to become a bit tiresome, even as the difficulty increases. —PHIL T.

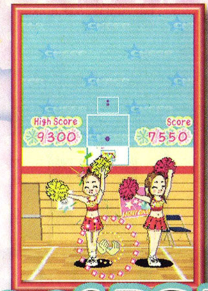
Cheer We Go™

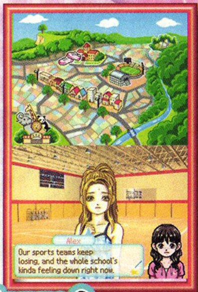

Cheer We Go
NINTENDO DS
NATSUME
Serious Fun®
EVERYONE
E
ESRB

We Got Spirit! How About YOU?

Star Hill's sports teams are in a major slump, and the whole town is in despair. It's up to you to revive the town's cheerleader squad and bring the winning spirit back to Star Hill!

EVERYONE
E
Visit www.esrb.org for rating information.
ESRB CONTENT RATING www.esrb.org


High Score
9300
Score
7550



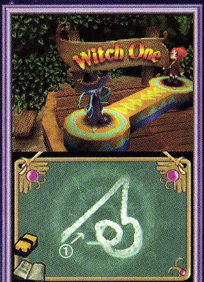
Our sports teams keep losing, and the whole school's kinda feeling down right now.

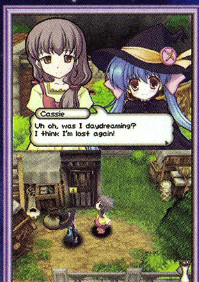
A Double Dose of DS Fun!

Witch's Wish™

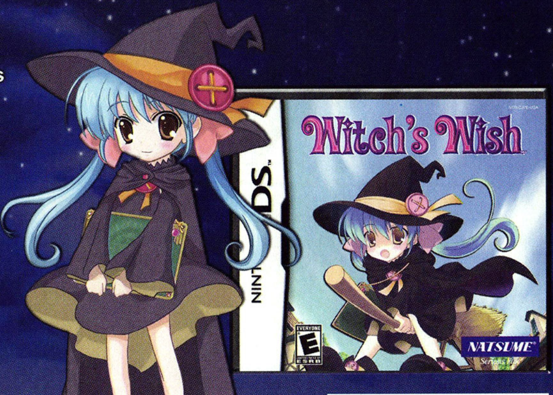
A Spellbinding Adventure!

Vicky is a young witch in training. She loves using her magic to help her friends and duel her classmates. But when a dark force threatens to tear her town apart, will her fledgling skills be enough to save the day?





Uh oh, was I daydreaming? I think I'm lost again!


Witch's Wish
NINTENDO DS
EVERYONE
E
ESRB
NATSUME
Serious Fun

EVERYONE
E
Comic Mischief
ESRB CONTENT RATING www.esrb.org

NATSUME®
Serious Fun®

NINTENDO DS™

www.natsume.com

Nintendo DS is a trademark of Nintendo. ©2006 Nintendo. Natsume and Serious Fun are registered trademarks of Natsume Inc. Cheer We Go is a trademark of Natsume Inc. ©2010 Natsume Inc. Witch's Wish is a trademark of Natsume Inc. ©2010 Natsume Inc. ©Yuke's. All Rights Reserved. The ratings icon is a trademark of the Entertainment Software Association.

IN THIS SECTION

Wii PREVIEWS

ARC RISE FANTASIA pg. 34
NBA JAM pg. 30
SUPER MARIO GALAXY 2 pg. 24
TETRIS PARTY DELUXE pg. 36
TOURNAMENT OF LEGENDS pg. 32

DS PREVIEWS

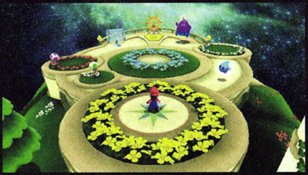
DRAGON BALL: ORIGINS 2 pg. 36
GHOST TRICK: PHANTOM DETECTIVE pg. 31
MEGA MAN ZERO COLLECTION pg. 28
TETRIS PARTY DELUXE pg. 36

SUPER MARIO GALAXY 2

A galaxy's worth of excitement awaits.

SUPER MARIO GALAXY 2 is just about to arrive in stores, but we thought we'd take one more look at the latest adventures of everyone's favorite mustachioed hero. This is, after all, one of Mario's grandest adventures ever, and it seems like there's something new and noteworthy everywhere you look.

Take the game's hub world, for example. Known as Starship Mario (since it's shaped like Mario's head), it's not as big as the Comet Observatory from the first Super Mario Galaxy, but it's much easier to navigate. As you play through the game, new nonplayable characters show up, and new goodies appear that you can interact with (such as a Yoshi egg); it's essentially a Mario playground in which you can fool around or relax



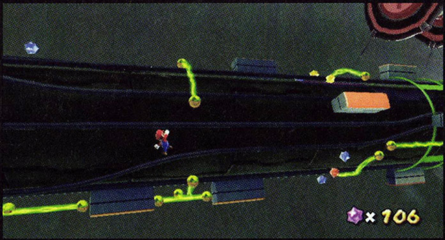
[Above] From the helm of Starship Mario, our hero prepares to go where no plumber has gone before.

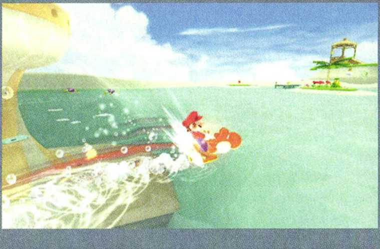
between levels.

Speaking of levels, the game is packed with 'em; there's a wide variety of galaxies to explore, most with multiple stars to collect. We recently had a chance to visit the Cosmic Cove Galaxy (an aquatic world where you'll find a switch that lets you turn the water to ice), the Honeybloom Galaxy (where you'll become Bee Mario and engage in some classic-style 2-D platforming), and the Puzzle Plank Galaxy (where you'll have to beware of saws that continuously chop apart the platforms you're walking on). Another world is the Haunty Halls Galaxy; it contains ephemeral moving platforms that threaten to push you to your doom, as well as pathways that disappear unless they're fully lit. To survive, you'll use Yoshi to consume Bulb Berries, which cause him to illuminate the path. The berries don't last long, though; you'll have to be quick with Mario's feet and Yoshi's tongue to make it to the next Bulb Berry before the light fades.

Though Yoshi is definitely a handy guy to have around, Mario's got a few new tricks of his own. In addition to transforming into Bee

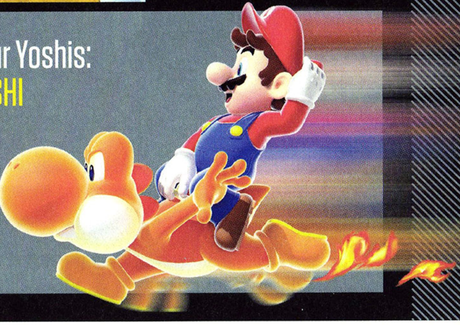
>

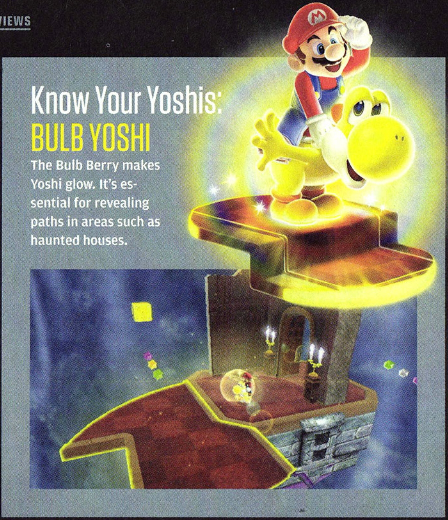




Know Your Yoshis:
DASH YOSHI

The Dash Pepper makes Yoshi move so fast that he can sprint straight up walls or run on water.

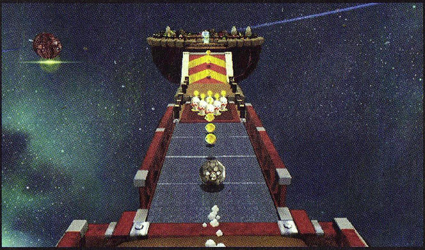




Know Your Yoshis: BULB YOSHI

The Bulb Berry makes Yoshi glow. It's essential for revealing paths in areas such as haunted houses.

×0
LIFE
3
2P
1P
×4
×3
×0

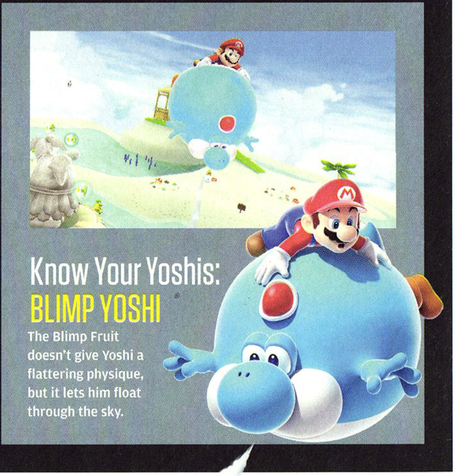


Mario, Boo Mario, and Spring Mario (all of which were in the first Super Mario Galaxy), you can now turn into Rock Mario and Cloud Mario. As Rock Mario, the hero can curl up into a boulder, then charge full-speed ahead to smash through barriers. It's tricky to control Mario as a runaway boulder (he halts only when he crashes into something or after a set period of time), but it's very useful for reaching new areas and flattening lots of foes. Cloud Mario provides a different set of powers. In this form, Mario dons a puffy white suit and is trailed by three clouds; if you shake the Wii Remote controller, one of the clouds turns into a temporary platform below Mario—very handy at high altitudes.

Even with numerous powers at your disposal, a little backup might sometimes come in handy, and in that regard you'll have plenty of options. The two-player Co-Star mode from the first Super Mario Galaxy is back, and this time a second player can assist not only by stunning enemies and snagging Star Bits, but also by collecting coins and extra lives and defeating some foes by shaking the remote. Don't have a friend handy? Then you might want to check the Tip Network monitors that provide hint videos for certain levels; they offer advice on how to use abilities or get through tough areas. And if you're still stuck, you can turn on the Cosmic Guide. Like the Super Guide from New Super Mario Bros. Wii, this feature allows Mario to automatically make his way through difficult parts of the game. (Although if you use it, you'll receive a Bronze Star instead of a normal one.)

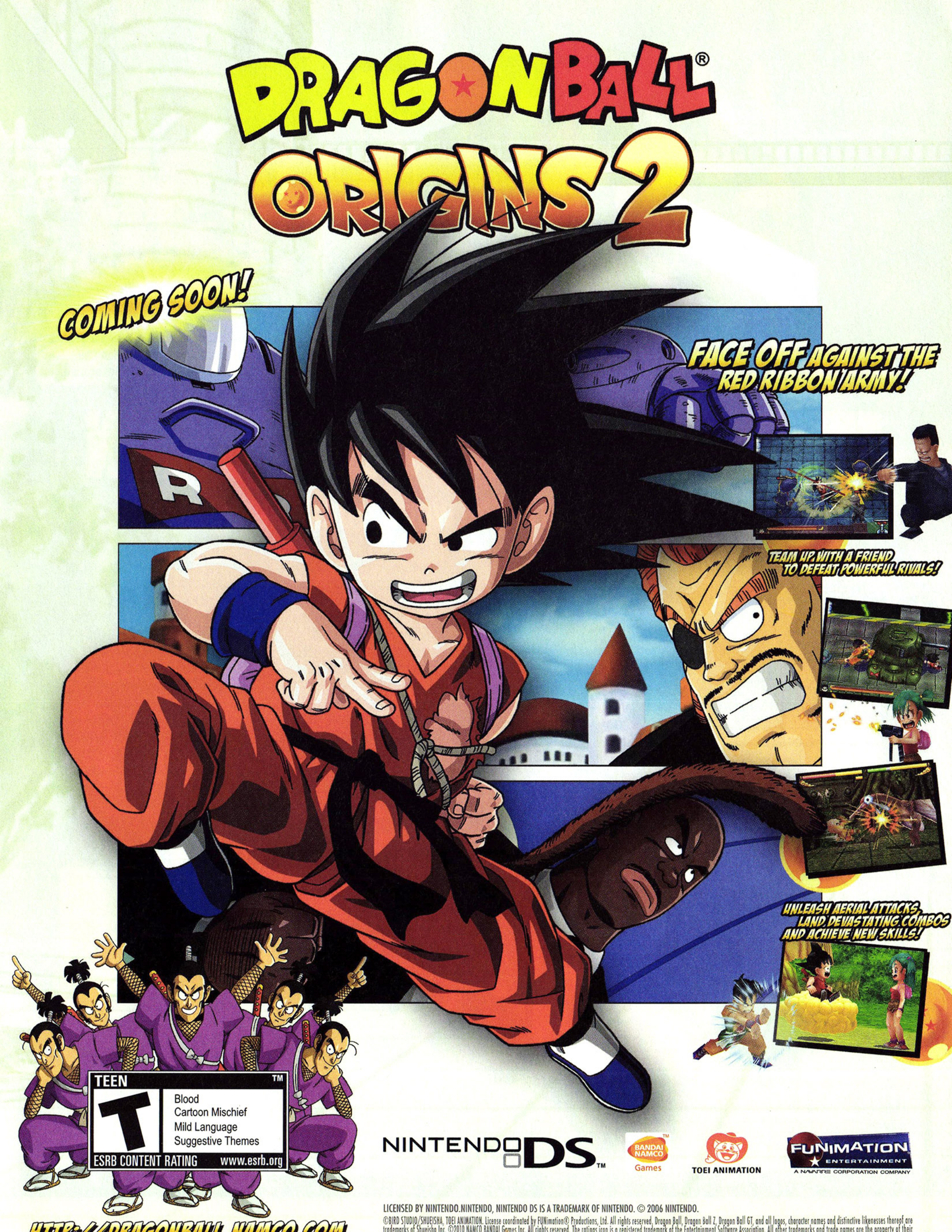
As you can tell, Nintendo is pulling out all the stops to make Super Mario Galaxy 2 a blast for everyone—from hardcore gaming veterans to total newcomers—and judging by what we've seen so far they're on track to succeed. Mark the game's May 23 release date on your calendar, because Super Mario Galaxy 2 is sure to be one of the must-have hits of 2010. —CHRIS H.

PUBLISHER: **NINTENDO**
Wii DEVELOPER: **NINTENDO**
RELEASE: **MAY 2010**



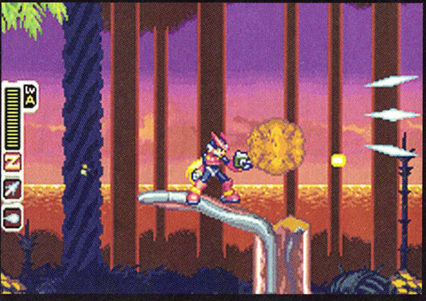
Know Your Yoshis: BLIMP YOSHI

The Blimp Fruit doesn't give Yoshi a flattering physique, but it lets him float through the sky.


DRAGON BALL®
ORIGINS 2
COMING SOON!
FACE OFF AGAINST THE RED RIBBON ARMY!
TEAM UP WITH A FRIEND TO DEFEAT POWERFUL RIVALS!
UNLEASH AERIAL ATTACKS, LAND DEVASTATING COMBOS AND ACHIEVE NEW SKILLS!
TEEN
T
Blood
Cartoon Mischief
Mild Language
Suggestive Themes
ESRB CONTENT RATING
www.esrb.org
NINTENDO DS™
BANDAI NAMCO Games
TOEI ANIMATION
FUNIMATION ENTERTAINMENT
A NAVARRE CORPORATION COMPANY
HTTP://DRAGONBALL.NAMCO.COM

LICENSED BY NINTENDO.NINTENDO, NINTENDO DS IS A TRADEMARK OF NINTENDO. © 2006 NINTENDO.

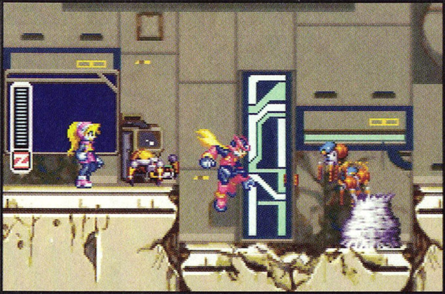
©BIRD STUDIO/SHUEISHA, TOEI ANIMATION. License coordinated by FUNimation® Productions, Ltd. All rights reserved. Dragon Ball, Dragon Ball Z, Dragon Ball GT, and all logos, character names and distinctive likenesses thereof are trademarks of Shueisha Inc. ©2010 NAMCO BANDAI Games Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners. DS Multi-Card wireless connected games require one Game Card per player.



The Mega Man Zero games are cartoony and colorful, but don't be fooled—they're some of the most challenging handheld titles around.

MEGA MAN ZERO COLLECTION

The red robot returns to save the world from...Mega Man?!



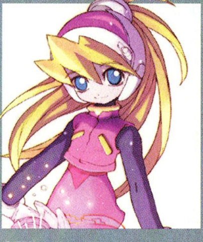
SET ROUGHLY 100 YEARS after the Mega Man X series (which was set roughly 100 years after the original Mega Man series), the Mega Man Zero games tell of a bleak future in which an oppressive government called Neo Arcadia has begun destroying all Reploids (the series' term for robots with free will) in order to protect humanity. As the title suggests, the player controls Zero, X's fellow Maverick Hunter in the Mega Man X series. In a surprising twist, X is seemingly the leader of Neo Arcadia. The newly awakened Zero is forced to battle his former friend as he tries to piece together what occurred during his time in suspended animation.

The Zero saga was originally told through four adventures on the Game Boy Advance, and Capcom is now bringing all of the games together in one collection for the Nintendo DS. The original GBA cartridges are worth a fair amount of money these days, so this is the perfect chance for those who may have missed out on the games originally to experience these excellent action titles.

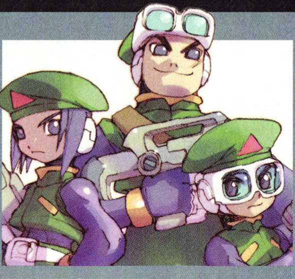
To battle the forces of Neo Arca-

Friends and Foes

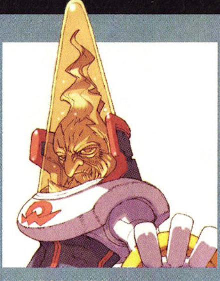
In the year 22XX, familiar faces like Sigma, Vile, Dr. Cain, and Axl are long gone. Here are some of the new characters Zero will meet on his latest journey.



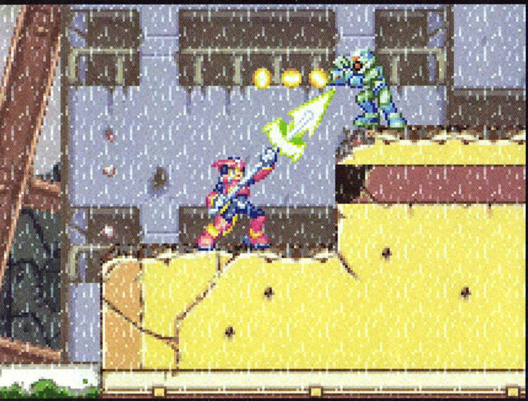
CEIL This former Neo Arcadia researcher now leads the Resistance against the government.

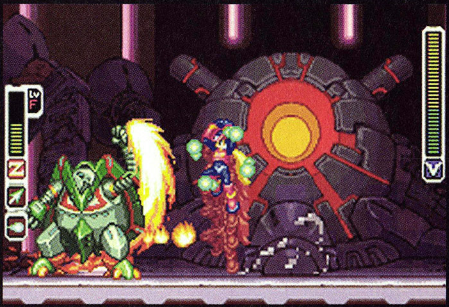


THE RESISTANCE They are a plucky band of Reploids that fights to protect the rights of those who are helpless against the forces of Neo Arcadia.

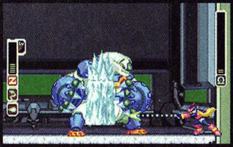


DOCTOR WEIL Think of him as this series's Dr. Wily. He helped design the original Cyber Elf, but he wanted to harness its power for evil.





[Above] Beware the flaming might of Heat Genblem!



dia, Zero is armed with his trademark Z-Saber and a Buster Shot Gun, both of which can be wielded simultaneously. Throughout the course of the games, new weapons are earned and various ways to upgrade Zero's arsenal are introduced. In the first Zero game, for instance, Elemental Chips give weapons such traits as Fire or Thunder. The Form system in Zero 2 grants Zero new abilities after certain conditions are met. Zero 3 lets the player equip Customization Chips to Zero's head, body, and legs to enhance his skills. The Zero Knuckle from Zero 4 allows the player to steal weapons from many of the game's enemies.

The most prominent power-up items throughout all four games, however, are Cyber Elves. These sentient computer programs look like fairies, and can be collected throughout the games. Each one has a different effect when it's used. The benefits vary from providing extra health to covering those deadly one-hit-kill spikes to reducing a boss's health. Given the series's notorious difficulty level, it is important to master the use of the Cyber Elves' powers.

Don't worry if the games prove too challenging, though. One of the additions in this collection is Easy Scenario mode. Here, all four games must be played through in order, but the player has more health, four energy-restoring Sub-Tanks, and immediate access to all the games' Cyber Elves. (Just watch out for those spikes—they still mean instant death!) Of course, you can also opt to play the games on their default difficulty in any order.

Just don't expect any enhancements that make significant use of the DS touch screen; it's primarily used to show illustrations (such as characters you're conversing with or a boss you're fighting). It can also be used to help configure the game's controls.

In addition to the four games, there are plenty of unlockable bonuses such as wallpaper and character cards. Hardcore Mega Man fans will be pleased to see the inclusion of Mod Cards in Mega Man Zero 3. Previously available only in Japan by scanning real-life cards with the GBA's e-Reader peripheral, Mod Cards can boost the strength of your weapons or alter the game's graphics. Would you like your home base to be swarming with cats? There's a Mod Card for that! You can turn the effects of these cards on and off as you please.

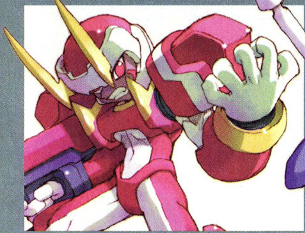
Considering that the Mega Man Zero games were all pretty fantastic, this collection is shaping up to be an excellent value. We can't wait to once again help Zero learn the truth about his long-lost friend. —PHIL T.

PUBLISHER: CAPCOM

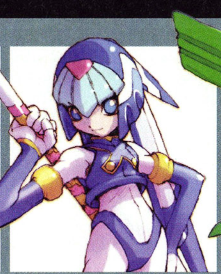
DS

DEVELOPER: INTI CREATES

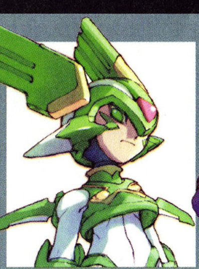
RELEASE: JUNE 2010



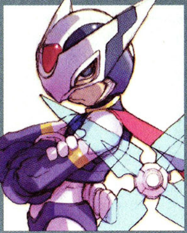
FEFNIR He is one of the Four Guardians, X's personal bodyguards. He has the power of fire and earth and wields two large cannons.



LEVIATHAN This water-themed villain is the only female member of the Four Guardians.



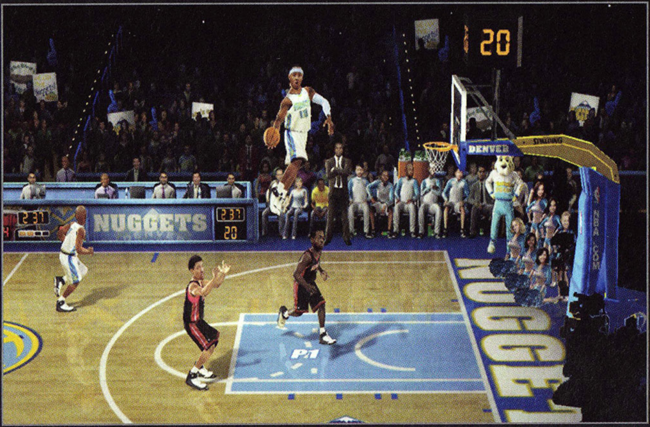
HARPUIA He is another of the Four Guardians, but he may not be as evil as his allegiance suggests.



PHANTOM This final member of the Four Guardians uses ninja weapons and techniques.

NBA JAM

Where amazing *really* happens



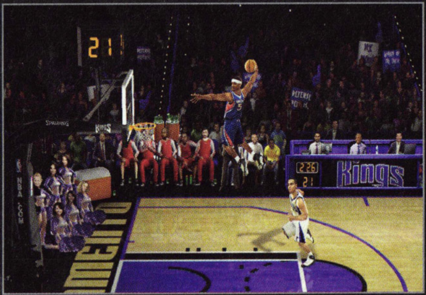
GET READY TO fireproof those wrist straps, because NBA Jam's Wii revival is heating up. Four months after we first revealed the arcade-style baller in Volume 251, EA invited us to hit the court for an updated play test and subsequently had to pry the controller from our greedy paws. This one is just pure, unadulterated *fun*.

As it should be. NBA Jam wisely sticks to the formula that made its 1993 forebearer a coin-op phenomenon: turbo-charged, four-player action with high-flying acrobatics worthy of a Cirque du Soleil show. Of course, everything has been updated for 2010, most notably the presentation. As reported previously, the Wii game combines polygonal 3-D bodies with 2-D heads clipped from high-res photographs. It's a daringly creative and wonderfully goofy approach that fits the franchise to a tee. The visuals have received quite a bit of extra polish since we last saw the game, placing them among the best on the platform. The whole affair just pops, and it's almost as fun to watch as it is to play.

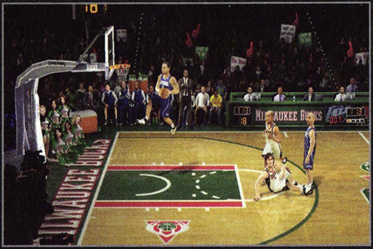
The biggest change since our demo four months ago is that you no longer have to swipe the Wii Remote from side to side to shove your opponent or pull off a spin move. Instead you just press a button. The only motion command that remains is for shooting, dunking, and blocking; you pull the remote up to send your player airborne, then flick it forward to finish. According to the developers, they removed the other gesture because they were seeing too many false positives during testing—users would jump when they were trying to shove. Limiting things to one gesture ensures a smoother play experience, and though you can eschew motion controls entirely if you so choose, snapping your wrist as you drive home the rock feels pretty darn satisfying.

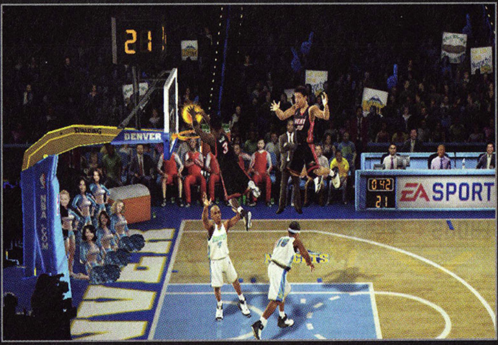
For more on NBA Jam, be sure to stay courtside with Nintendo Power in the months to come. We'll be unveiling some of the game's secret characters and giving you a first look at the crazy new Remix Tour mode. Boom shakalaka! —**STEVE T.**

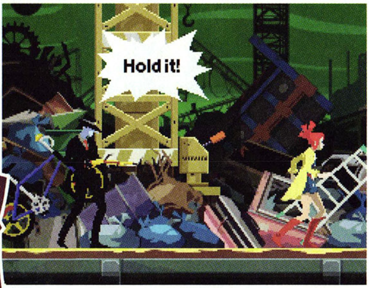
PUBLISHER: ELECTRONIC ARTS
Wii **DEVELOPER: EA CANADA**
RELEASE: FALL 2010



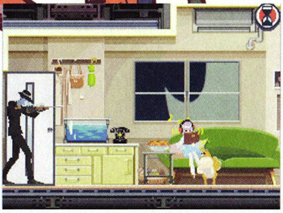
[Below] Andrew Bogut demonstrates that vaunted Aussie defensive prowess.

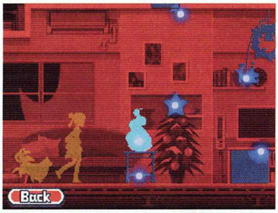






[Above] You can tell the game is from the creator of Ace Attorney. The villain is even stealing Phoenix Wright's catchphrases!



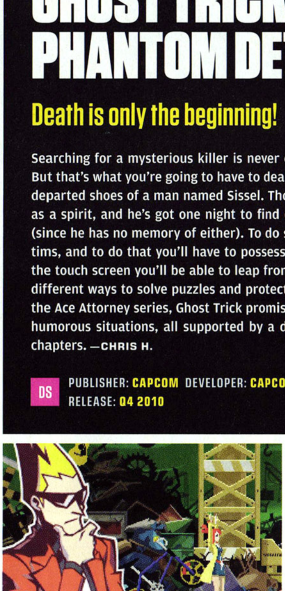


GHOST TRICK: PHANTOM DETECTIVE

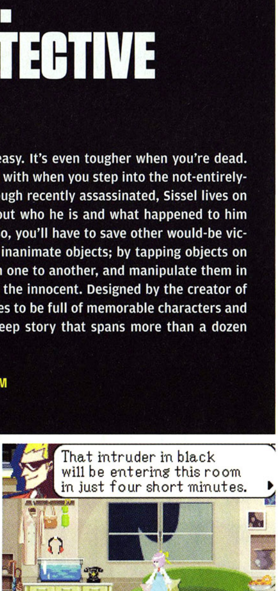
Death is only the beginning!

Searching for a mysterious killer is never easy. It's even tougher when you're dead. But that's what you're going to have to deal with when you step into the not-entirely-departed shoes of a man named Sissel. Though recently assassinated, Sissel lives on as a spirit, and he's got one night to find out who he is and what happened to him (since he has no memory of either). To do so, you'll have to save other would-be victims, and to do that you'll have to possess inanimate objects; by tapping objects on the touch screen you'll be able to leap from one to another, and manipulate them in different ways to solve puzzles and protect the innocent. Designed by the creator of the Ace Attorney series, Ghost Trick promises to be full of memorable characters and humorous situations, all supported by a deep story that spans more than a dozen chapters. —CHRIS H.

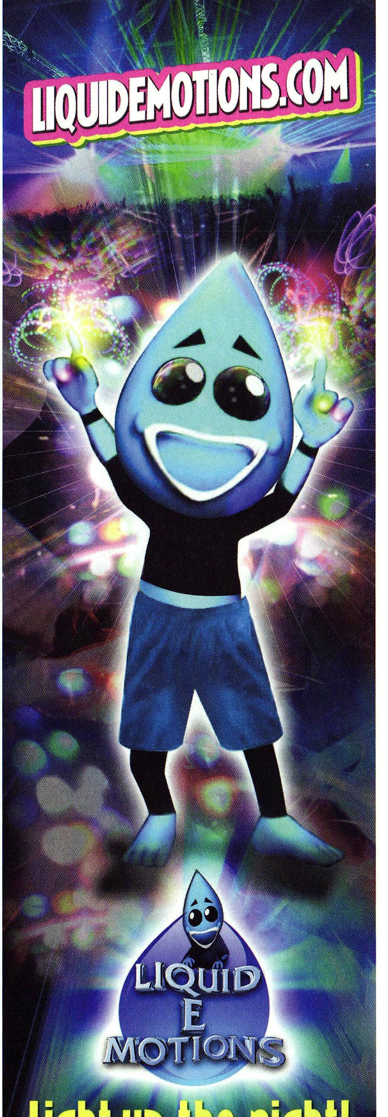
DS PUBLISHER: **CAPCOM** DEVELOPER: **CAPCOM**
RELEASE: **Q4 2010**



So I enter the Ghost World with "Ghost," possess an object, and then perform a "Trick" with it, eh?



That intruder in black will be entering this room in just four short minutes.



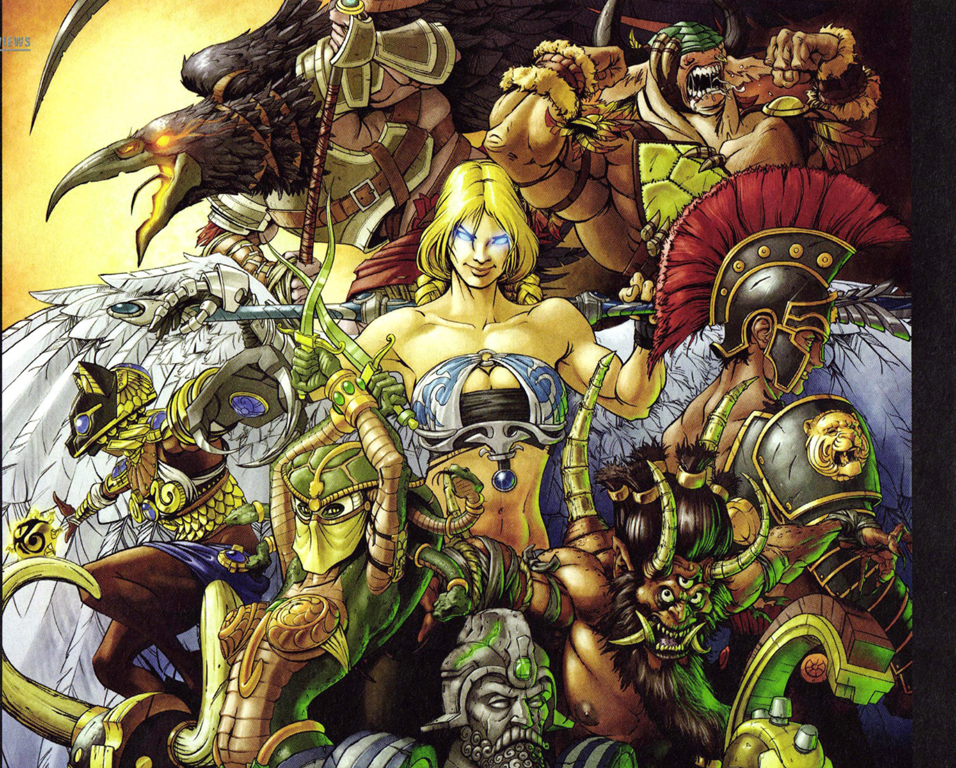
LIQUIDEMOTIONS.COM

LIQUID E MOTIONS

Light up the night!

Choose from hundreds of different LED lights, glove sets, orbits and more from the world's #1 rave light store on the planet!

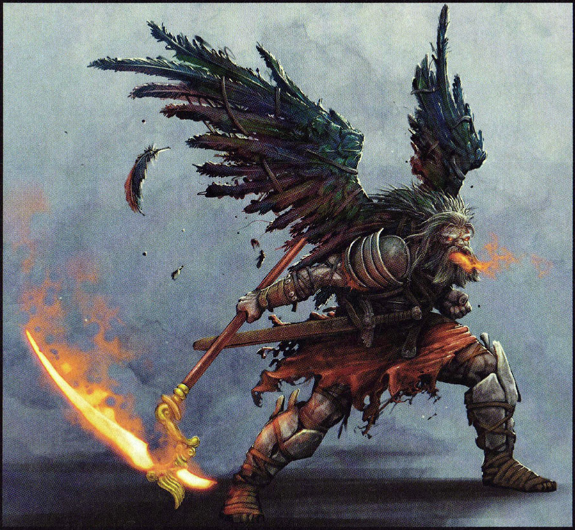
Use online code: Liquidgamer to receive
$10 Free store credit



TOURNAMENT OF LEGENDS

A different kind of myth buster

TOURNAMENT OF LEGENDS reminds me a lot of Eternal Champions, another Sega-published fighting game, released for the Genesis console in 1993. I realize many of our readers weren't even alive at that time, but humor an old man his antiquated references. (Or better yet, check out the 16-bit brawler on Virtual Console to see what I'm talking about.) The similarities are numerous: both titles star a diverse cast of colorful archetypes, feature a Special Attack gauge that figures prominently, and boast over-the-



74
ACT I
MARCUS

100
BRAVEHOOF

[Above] Say what you will about the God of Death, but the guy can grow an impressive beard.

top, stage-specific hazards. Sega even played up motion controls in Eternal Champions via the company's ill-fated Activator peripheral. The most meaningful correlation, though, is that neither game makes any pretense of serious depth on the level of a Street Fighter or even a Smash Bros. They're simply meant to provide an entertaining vehicle for you and a buddy to beat the stuffing out of each other without the need to memorize lots of button combinations. That's not to say Tournament of Legends is mindlessly shallow; there's certainly a strategy to each bout, and as you conquer foes, you'll gain access to their weapons and power-ups. Just don't expect competitive tournaments to start popping up around the country.

Developer High Voltage Software previously brought us The Conduit, and as with that title, the controls in Tournament of Legends are fully customizable. On the default setting, you'll swing the Nunchuk and Wii Remote to perform strikes, but if you'd rather keep things more sedentary, you can assign buttons for every move or even use the Classic Controller. To their credit, the motion controls are kept pretty simple, so you won't find yourself cursing at your fighter for executing

100
NARCIA
VOLCANUS
ACT I

the wrong move. The weapon-based combat is methodically paced but packs a satisfying punch, and a goofy sense of humor gives the festivities a unique vibe. Gladiator Marcus, for instance, constantly talks trash like some braggadocious pro wrestler, and one of his special moves involves throwing a hunk of meat at his opponent to attract a ravenous lion.

Tournament of Legends also runs on the same Quantum 3 engine as The Conduit, which allows for some nice visual effects. The greatest spectacle comes from the guardian creatures that inhabit each stage. These titanic monsters—which range from a giant centaur to the legendary kraken—appear at random, and each fighter must complete a short quick-time event to avoid their wrath. If this all sounds like your kind of brouhaha, you'll be glad to know the cost of entry will be a very reasonable $29.99. At any price, it's bound to be a better value than the Activator. —STEVE T.

PUBLISHER: SEGA DEVELOPER: HIGH VOLTAGE SOFTWARE
Wii
RELEASE: JULY 2010

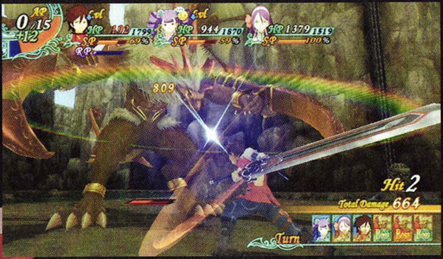
[Below] Unfortunately for his opponent, Bravehoof takes Arbor Day *very* seriously.

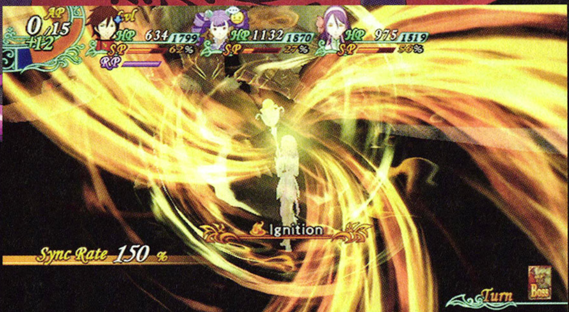
10
BRAVEHOOF

ARC RISE FANTASIA

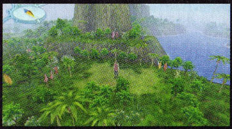
Further exploring this traditional JRPG's depths

AS LONGTIME FANS of games in which you wait your turn to fight, we're very interested in Arc Rise Fantasia, one of the few turn-based Japanese RPGs on Wii. In fact, we're so interested in this title that we were eager to continue playing even after we spent loads of time with the game last issue. An overview before we begin: after surviving a battle and a great fall from an airship, Meridian Empire mercenary L'Arc comes across a naive spellcaster named Ryfia who hails from the Turemilian Republic (enemies of Meridia). Being the solemn-guy-with-the-heart-of-gold that he is, L'Arc escorts Ryfia to the town of Jada, where the pair meets Alf, who is L'Arc's friend and the prince of Meridia. Together with another Meridian soldier, the cowardly Niko, the party heads to Jada's Dragon Prison, a sort of power plant wherein a captured creature called a Rogress produces energy for the citizens of Jada. (Don't be put off if this summary seems confusing; the game does a great job of easing you into the world through cut-scenes


AP
0/15
+12
Lvl
HP 192 1799
SP 69%
RP
HP 944 1870
SP 58%
HP 1379 1519
SP 100%
309
Hit 2
Total Damage 664
Turn


AP
0/15
+12
Lvl
HP 634 1799
SP 62%
RP
HP 1132 1870
SP 27%
HP 975 1519
SP 56%
Ignition
Sync Rate 150 %
Turn
Boss

[Below] Even the lizard people have fashionable hairdos.



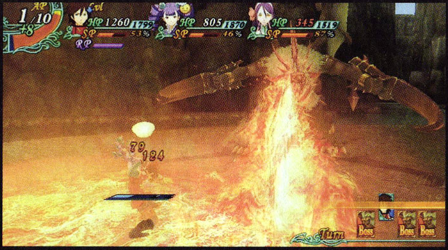
and skits, which are brief Tales of Symphonia-style interactions between characters.)

On the way to the Dragon Prison, your party of four encounters the game's first boss: the ominously named Deathchanter. It turns out that this bad dude was the one who killed Ryfia's mother back in Turemilia. Fighting the Deathchanter requires a bit more tactical thinking than dispatching your run-of-the-mill baddies; you would be wise to forgo autoattack commands and instead select individual actions—whether it's attacking, healing, or unleashing powerful Excel Acts—for L'Arc, Ryfia, and Alf. (You can control only up to three characters at a time; any fourth party member you might have—Niko, for instance—is AI-controlled.) After the Deathchanter is seemingly defeated, he summons an army of minions to attack you. Ryfia sings a magical hymn to fend off the opponents (it makes a sort of sense since she's a Diva, the title for magic-users in Turemilia), but the Deathchanter just calls more minions to his side. Niko, doing what he does best, runs away, while L'Arc et al retreat to the Dragon Prison. Because Alf has royal blood, he can control the Dragon Prison's magical gates, allowing him to keep out the Deathchanter and his cronies. L'Arc and Ryfia, meanwhile, go deeper into the dungeonesque monster- and treasure-filled place to meet the Rogress being held there.

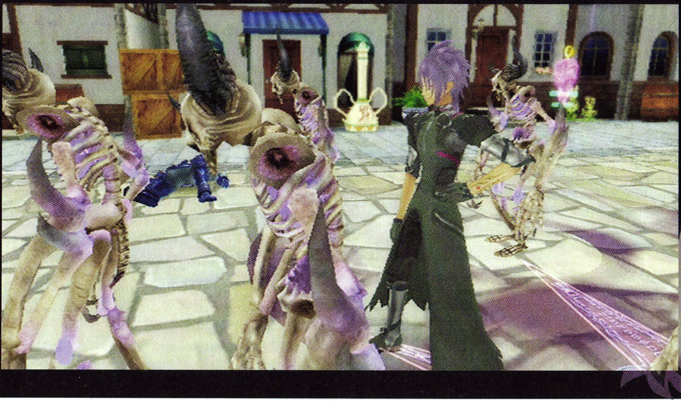
Named Simmah, the Rogress believes that L'Arc is a "Child of Eesa." What this means is unclear at this time; the only thing we find out is that Divas like Ryfia are supposed to guide the Child of Eesa (making it seem that L'Arc and Ryfia's meeting was more destiny than accident), and that Rogresses can form a pact with Children of Eesa. Forming this pact allows you to summon the Rogress during battle, assuming you've accumulated enough Rogress Points (RP). You get a chance to try out this new technique very quickly, as the Deathchanter has broken through Alf's defenses and is eager to fight your party again. With Simmah's help, the Deathchanter is easily defeated. Afterward, you learn that there are some consequences of making a pact with a Rogress; because there's no longer a Rogress in the Dragon Prison, there's no power being produced, further exacerbating Meridia's energy shortage.

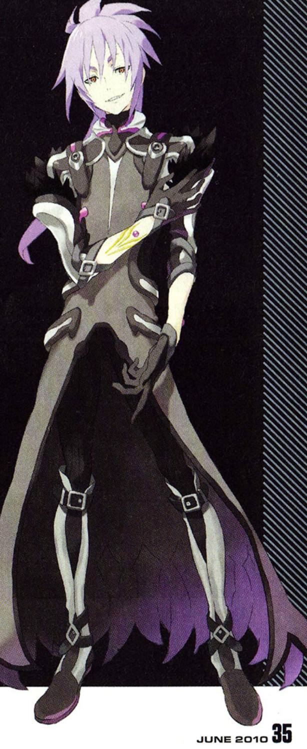
Whether this problem is resolved remains to be seen, but we can't wait to play even more of this potentially epic RPG. Fortunately, we shouldn't have to wait long—Arc Rise Fantasia's release date is just around the corner. —JUSTIN C.

PUBLISHER: **IGNITION**
Wii DEVELOPER: **IMAGEEPOCH**
RELEASE: **JUNE 2010**



[Below] You don't want to mess with a guy whose title is "Deathchanter."





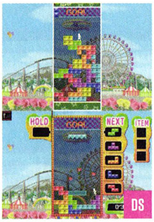
TETRIS PARTY DELUXE

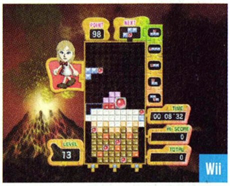
New multiplayer modes spice up the classic puzzle game.

The Tetris train has been rolling for a long time now, and there doesn't seem to be any stopping it. Even now, the popular puzzle game is getting a new iteration: Tetris Party Deluxe. An updated version of 2008's Tetris Party for WiiWare, Tetris Party Deluxe brings back several of the WiiWare release's modes and features, such as Field Climber (place Tetriminos on the field so that a little climber character can reach a goal at the top of the screen) and Stage Racer (guide a Tetris block down a long well filled with obstacles), and Wii Balance Board-controlled Tetris. There's some new stuff, too, of course—Sprint, for example, has you race to clear 40 lines, and Master has blocks falling in almost the blink of an eye. One of the coolest new modes that helps emphasize the "party" aspect of this title is the four-player Co-op vs. Co-op mode. Two players, each with his own blocks, work together to clear lines faster than the other team. It can be a little chaotic as you try to coordinate block placement with your partner, but that's part of the fun. —JUSTIN C.

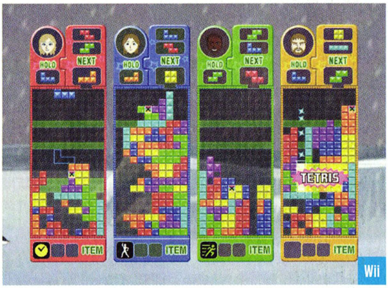
Wii DS

PUBLISHER: **TETRIS ONLINE/MAJESCO**
DEVELOPER: **HUDSON** **RELEASE DATE:** **JUNE 2010**





[Below] If you think competitive multiplayer is frantic, wait till you try co-op!



DRAGON BALL: ORIGINS 2

"Red Ribbon Army" sounds so harmless and charming....

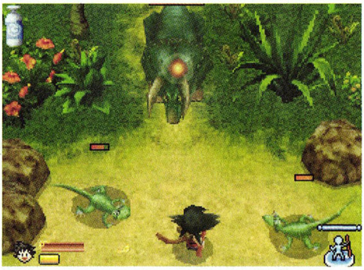
Dragon Ball: Origins 2 gets off to a quick start. If you played Namco Bandai's first Dragon Ball action-RPG, you don't even need to fool around learning anything in the tutorial stages. Within a couple of minutes, Son Goku limbers up his magic staff and it's off to war with the goons from the Red Ribbon Army.

This sequel lets you dish out Goku's attacks with the face buttons as well as the stylus, which is a handy feature for battles in which it's better to move and attack very precisely. Goku has some new acrobatic moves, too—if a gap's too wide to jump, he can grab a branch and swing on his long monkey tail.

Origins 2 follows the basic plot of the TV show (the game's action begins right around episode 30), but it fills in that outline with plenty of new details, so even longtime Dragon Ball fans won't know exactly how the action is going to play out. Additionally, the new Survival Tower mode has a collection of extra boss battles that send up a serious challenge—perfect for hardcore types who don't think the main quest is tough enough. —DAVID S.

DS

PUBLISHER: **GAME REPUBLIC**
DEVELOPER: **NAMCO BANDAI** **RELEASE:** **SUMMER 2010**



[Above] These dinosaurs are practically begging for a kamehameha to the face.

GET
IN THE
GAME

DIGIPEN ProjectFUN WORKSHOPS

>> WHAT ARE YOU DOING THIS SUMMER?

DigiPen Institute of Technology, presents a 2-week summer workshop series designed to introduce participants of all experience levels to the fundamentals of Game Programming, 3D Computer Animation, Game Design, Robotics.

Go here for more info:
http://workshops.digipen.edu

VIDEO GAME PROGRAMMING

Make your own video game! Our Video Game Programming workshops are perfect for game enthusiasts who want to understand how today's video games are developed.

3D ANIMATION

Create your own 3D animation by signing up for one of our animation workshops, which will teach you the concepts and processes behind producing 3D computer animations.

GAME DESIGN

Find out what it takes to design all kinds of games by signing up for our game design workshop. We will teach you the core elements behind developing what makes a game fun.

ROBOTICS

Learn the basics of robot mechanics, electronics and software by signing up and building your own robot in this workshop.

JUNIOR PROGRAMS

Jumpstart your education and sign-up for one of our junior programs that focus on the creative and technical processes involved in creating games and animation (for students in grades 5-7).

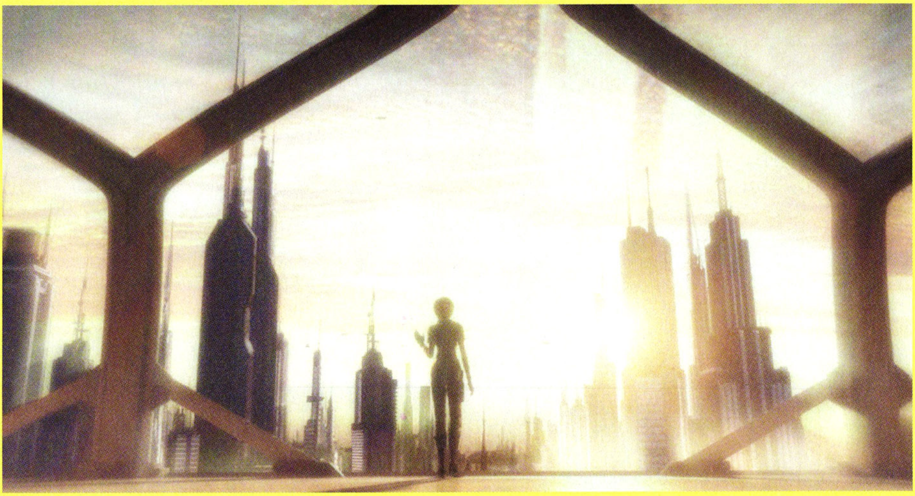
DigiPen INSTITUTE OF TECHNOLOGY
5001-150th Ave NE, Suite #210, Redmond, WA 98052 • Phone: (425) 558-0299 • Toll-Free (866) 478-5236

METROID EVOLVED

Join the producer of *Metroid: Other M* as he takes us behind the scenes of the game that's redefining the Metroid series.

BY **CHRIS HOFFMAN**

PUBLISHER: **NINTENDO** DEVELOPER: **NINTENDO/TEAM NINJA** RELEASE: **JUNE 2010** Wii

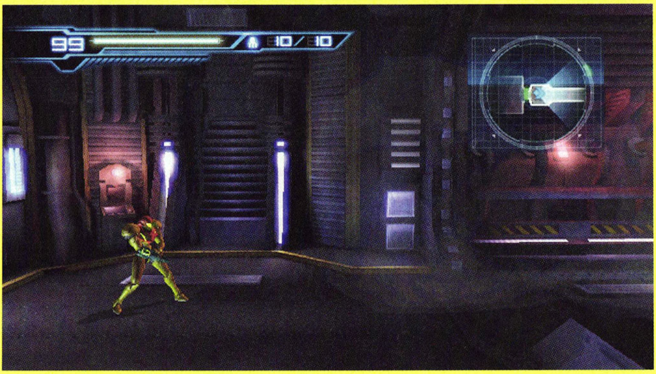


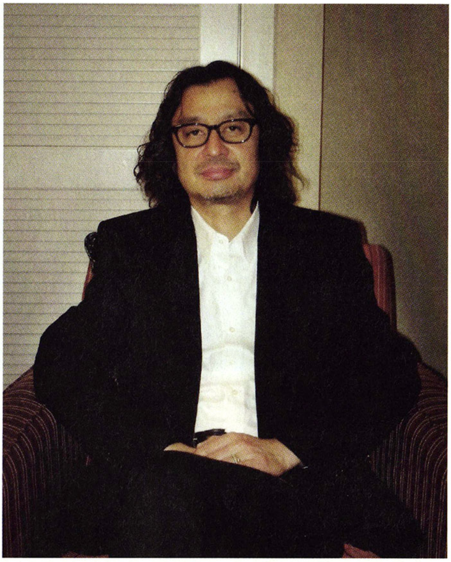
It's an exciting time to be a Metroid fan. The latest game in the series—Metroid: Other M—isn't just another installment in Nintendo's beloved sci-fi action-adventure series. It's a rebirth of the franchise—one that takes the series back to its third-person-perspective, pick-up-and-play roots, but updates it with stylish new action, impressive modern visuals, cutting-edge 3-D game design, and unprecedented insight into the background of everybody's favorite intergalactic bounty hunter, Samus Aran.

As you know if you read last issue's feature, the blast-'em-up action is slicker than ever thanks to the development prowess of Tecmo's Team Ninja; Samus can now climb onto some enemies to blast them at point-blank range, grab and toss certain foes by the tail, and acrobatically dodge incoming attacks with a tap of the Control Pad. But almost everything players love about classic Metroid is here, too; you still explore complex, interconnected, mazelike environments (albeit now in 3-D), and you still lay waste to a bevy of enemies using Samus's arm cannon (which now automatically targets the nearest foe). You'll also still acquire various items and weapon upgrades throughout your mission—such as energy tanks (for more health), mysterious energy parts, an ice beam, missiles, bombs, and devastating power bombs—and make use of fancy maneuvers like jumping off of walls.

Samus has numerous new tricks, too; though you play primarily by holding the Wii Remote controller sideways like a traditional game pad, you can point at the screen at any time to switch to a first-person view. You can't move in that view, but it's a great way to investigate some objects and get a look at your surroundings. Additionally, first-person view is the only way you can use Samus's missiles. Speaking of which, another new technique is Samus's concentration move; holding the Wii Remote upright and pressing down the A Button, you can use this technique to replenish your missiles as well as some of your health. (Note that enemies no longer drop pickups.)

Early in Metroid: Other M, Samus gets involved with a rescue op in a troubled space colony and teams up with soldiers from the Galactic Federation Army, including her former commanding officer Adam Malkovich (who longtime fans might recognize from Metroid Fusion for Game Boy Advance). This link to Samus's past is but one example of the game's emphasis on character and story; numerous gorgeous cut-scenes help tell the tale, which also focuses heavily on Samus's connection to the baby Metroid that sacrificed itself for her at the end of Super Metroid. As the adventure continues, you'll encounter a wide variety of settings—including lava-filled caverns, icy caves, rainy swamps, and lush forests—and face off against monstrous, deadly boss creatures. It all adds up to what could be the most dynamic, exhilarating Metroid game yet. But don't take our word for it; you can get the complete story straight from the game's producer, Yoshio Sakamoto.





FATHER BRAIN

Yoshio Sakamoto isn't just the producer of Metroid: Other M; he was also a designer on the original NES Metroid, the director of the ever-popular Super Metroid on the Super NES, and the director of Metroid Fusion and Metroid: Zero Mission for the Game Boy Advance. (He's also producer of the WarioWare series.) In short, he's one of the top designers at Nintendo and one of the people most responsible for the Metroid series. We recently had the chance to speak to Sakamoto about what went into bringing Metroid: Other M to life.

NINTENDO POWER Let's start at the beginning. What was the impetus for creating Metroid: Other M? What were the goals for the project, and how did it come about?

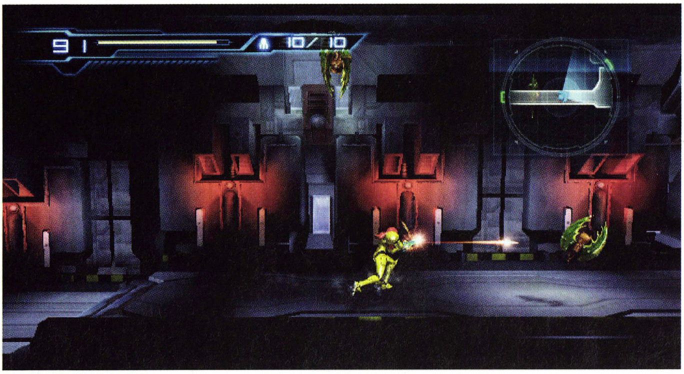
YOSHIO SAKAMOTO One of the initial impetuses for the project was as Metroid Prime 3 was completed, we were all sitting around talking and saying, "Huh. When are we going to get a new console Metroid?" And the team that I had been working with was the team responsible for making the handheld Metroids up to that point. So we thought it was kind of an interesting opportunity to take this chance and really challenge ourselves to create a console Metroid even though we had been working on handheld ones most recently.

How did it feel to return to the Metroid universe?

Keeping in mind that I was on the team that made all of the 2-D Metroids outside of the Prime series, like Fusion and Zero Mission, it hadn't felt like I'd been away all that long, to be honest, from the Metroid universe. But if you mean what was it like returning to the idea of making a console version of Metroid, then I certainly felt a lot of new possibilities once I realized that we were making a console game, and I was very excited about that.

Was there anything in particular you wanted to accomplish with this game that you hadn't been able to accomplish with previous Metroid games?

In terms of something in particular that we wanted to accomplish that we hadn't before, again...considering what we had achieved with the 2-D handheld Metroid games, we wanted to step back and attempt something different, and move beyond the handheld Metroid. When we considered our options for what new experiences we could provide in a new 2-D Metroid game, you could always make the game harder—just throw out a lot more enemies and increase the amount of damage the player takes—or you could make it a lot easier, but in doing so you would lose some of the tension that makes the game so exciting. So the important thing was being able to start from a new design concept, and once you take people out of that comfort zone, you can give them just enough time to start to get comfortable before the game gets harder again. And when you keep them on that solid learning curve at the right place the whole time, it stays really fun. We feel like we walked the line very well with this project. And it's certainly possible that in the future we'll go back to another 2-D Metroid using some of the ideas that have been generated on this Other M project. So please don't get the idea that this is the end of 2-D Metroid games. However, our goal

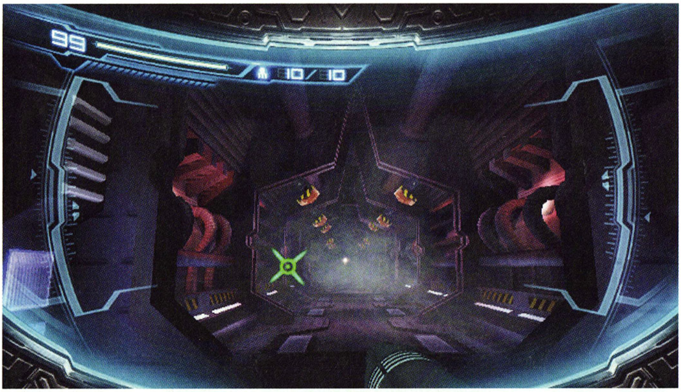


is always to create the best possible Metroid game that we're capable of producing at the time.

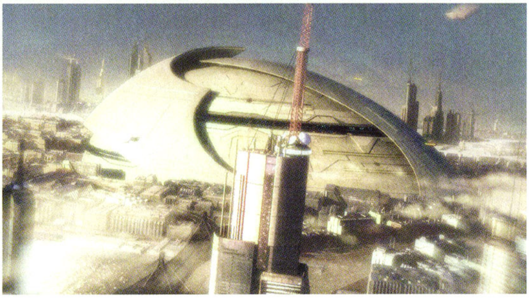
Why take Metroid back to a third-person view instead of continuing with a first-person viewpoint?
If we had tried to create a game that was a lot like Prime in terms of being a first-person game, we would have had to move forward from that perspective in all of our game-design concepts, and that's not something we were really used to. We tend to think of Metroid games as being very intricate mazes where you have to stay oriented and still not be so confused as to have the fun taken out of it. And that kind of gameplay is quite challenging to actualize from a first-person perspective. Not only that, but if we had gone for a fully 3-D game then we may have had to think about people using the Nunchuk as well, and one of our fundamental design goals for Other M was to have a very accessible and intuitive play style, rather than going down the path of a typical 3-D game that requires players to use tons of buttons on the controller. And that's why, with Other M, we have people holding the remote sideways and using just the Control Pad and the jump and shoot buttons. So we wanted to start from that point before we started to get too complex.

Why is that so important—to be able to play with the Wii Remote held sideways?
Since we have so much experience working on the old 2-D Metroid titles, from the NES period forward, we've grown up thinking that this is simply how Samus works. It has to be this kind of control style. We felt very strongly about using the NES-style control scheme, but then we wanted to bring all of these new ideas that we had about how to express aspects of the Metroid universe and the Samus character, but we were definitely serious about sticking with this control scheme.

Will there be any optional control schemes?
There were certainly some members on staff who weren't entirely comfortable with committing us to a single control scheme, so they would ask questions like, "Couldn't we just make it possible to connect the Nunchuk and have an alternate control scheme in the game?" But I felt like that was essentially the wrong way to think about it. Like if you have to tack on other options like that, then you really are admitting defeat as a game designer. You need to remain faithful to the one vision that you had from the beginning if it feels right to you, and be true to that going forward. Once you give people too many options, you've sort of diluted the essential



[Right] Beautiful CG cinema scenes tell Other M's story.



experience. Plus, if people got used to, for example, connecting the Nunchuk and that ended up being the preferred control scheme for the greatest number of players, then you would have had to rethink all of the resources you allocated into designing for the sideways remote control scheme, whereas I felt like I really needed to prove something about why this was correct for the Samus universe in the first place.

How did the partnership with Team Ninja come about?

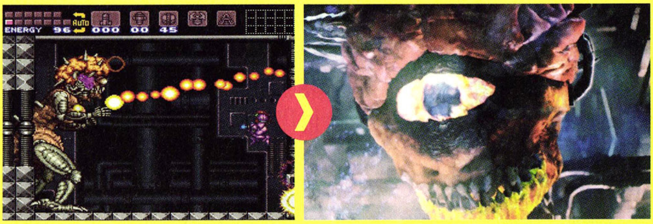
When we had the chance to return to a console Metroid, we realized that all of us only had the most recent handheld 2-D Metroid development experience, and no recent console experience for this kind of game. So we really felt like we needed to supplement the team with a little bit more of that kind of knowhow, and when we looked around, we realized that the best fit was someone who could make a very good action game, and that turned out to be Team Ninja. Another thing that's really nice about Team Ninja is that they were absolutely up for a new challenge. We felt like we wanted the same things. So it wasn't a sense of handing over the Metroid franchise to Team Ninja so much as it was us working together as equals and really being on the same wavelength about where we wanted to go with this. A lot of the articles that came out following E3, where we first announced [this game]—were saying things like, "They've taken it away from Retro and given it to Team Ninja," but the true story is that, this time, we were just aiming for a different concept from what we achieved with the Prime games. And we found a really good partner to

BONUS QUESTION

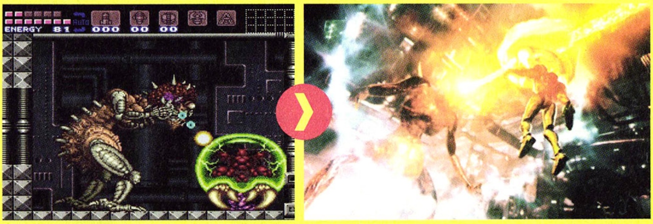
Will you get to play as Zero Suit Samus in Other M?

"It's a little hard to say right now, but if it's something people want, then there may be the possibility for that."

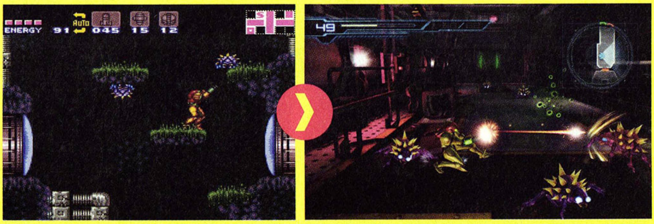
We know that Samus wears her famous Zero Suit during Other M's cut-scenes, but what about during gameplay?



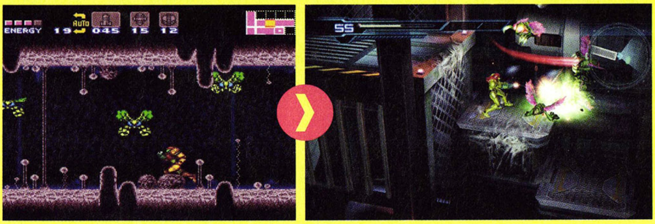
MOTHER BRAIN SEEMS A LOT MORE INTIMIDATING NOW, DOESN'T SHE?



ALAS, THE POOR BABY METROID—SACRIFICING ITSELF AS IT PROTECTS SAMUS.



GEEMERS, THOSE MOST CLASSIC OF METROID ENEMIES, ARE BACK. AND THEY'RE STILL WIMPY.



SWARMS OF FLYING REOS ARE MORE HAZARDOUS THAN EVER.

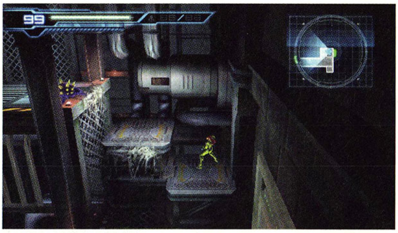
THEN and NOW

Metroid: Other M is intimately connected to the Super NES classic Super Metroid. The tragic, memorable climax of Super Metroid is re-created in glorious CG in Other M, and many of the enemies seen in Super Metroid make encore appearances.

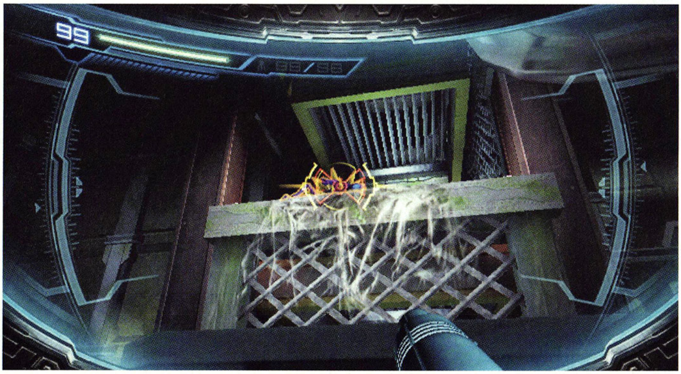
help fulfill my current vision of the ultimate Metroid, which is Other M.

What has the collaborative process between Nintendo and Team Ninja been like? Does Nintendo bring the ideas to Team Ninja or vice versa?
The original idea and the storyline... were something I developed, and when I first began talking to Team Ninja, the way I was talking to them was sort of in terms of, "Is this something you guys feel like you are interested in collaborating on?" And they said, "Definitely. We really want to try out this sort of challenge." And the next step was to find out if all of our ideas were viable and how our ideas were going to work together. So there was a lot of push and pull; there were some really good conflicts and exchanges, until a shared, viable, really good vision emerged. So please don't have the impression that the gameplay, for example, was something that was completely severed and left up to Team Ninja while I was working on something else. We really had a lot of back and forth and good headbutts and good exchanges all the way forward. The policy that we came up with for how we were going to be working with Team Ninja was actually something really effective. Once we got down to working with their core members and found our shared experiences and where we wanted to go with level design, there were a lot of very interesting moments where, for example, we would set forth a lot of design limitations where we'd say, "This is what a Metroid level looks like," and set those forward as a prescribed way of doing things for a Metroid game, but these guys had all of their own ideas from working on so many 3-D games recently that there was the opportunity for a lot of fermentation between the conflict of our two ideas. During the development process I was going to Tecmo every single week to play the latest build, and I was shocked by how much the level-design concepts were changing and evolving.

What were some ideas that Team Ninja brought to the game that surprised you in a good way?
One of the first things that really shocked me was that when I was working with Team Ninja, since we have a little bit less experience with these kind of 3-D games, the



At any time during the game you can switch from a third-person view [above] to a first-person view [below].



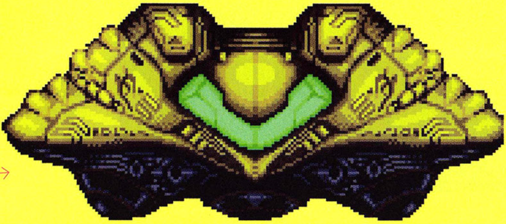
idea that Samus can go absolutely anywhere and look anywhere is kind of a new idea for me. You know, in all these old 2-D games the map was very limited in terms of where you could go and what you could look at. In an FPS you could just point your camera anywhere, and at first I thought, "Oh, this is kind of too much," really. There's just too much out there to deal with. But the interesting thing about the Team Ninja guys was that this is something they fully expected. It wasn't a shocking or difficult idea for them at all. They saw it as absolutely normal that you just have to make the world fully viewable and that you can go anywhere. So it was great to have that level of comfort. Also, Team Ninja was responsible for the really interesting change to Control Pad direction controls, and they were also very good at coming up with ideas for how to automate some of the actions in the game....

Why was the heavier emphasis on character and story important to you?
Metroid is a series that has a continuous storyline, and that storyline chronologically goes all the way out to Metroid Fusion. But I felt like there was a bit of a gap between Super Metroid on Super NES, and Fusion. And so that was something we really wanted to fill in. We thought this was the best way to end up with the smoothest timeline overall at the end of the project. And inside the series you'll find that the Prime games have their own world feel, and there's also a different feeling as to how much the character of Samus is emphasized in those titles, but we wanted to bring the game back to Samus as a character and make that really the basis of the narrative going forward. What kind of person is Samus? What kind of relationships has she had and does she have now? And you really can't continue a series unless you build that kind of strong foundation before you go out.

After we've played through Other M, will our perceptions of Metroid Fusion change?
I think it's definitely possible they'll change. Once you've played Other M, there are a lot of lines in Fusion that will suddenly have a very different sort of meaning and resonance to you.

What does the Metroid series mean to you?
I started work on the Metroid series a long time ago, and for me, what's been a constant through all these years is the character of Samus herself. I feel like she's a very appealing character. So when you ask me, "What is the meaning of the Metroid series?" it has to be that the series is motivated by the character of Samus. I've come to think of her almost as a daughter. I helped her grow up and I want to take her to as many high places as possible. I want to make sure that when she's in a game, she always has the chance to look cool and look really beautiful, and also that she has the opportunity to experience new challenges. So her development as a character is really the most important thing to me, and as I mentioned [in a recent speech], this is a "serious touch" game. It might sound strange that I have such strong feelings for the heroine of a game, but I hope those feelings aren't out of place.

Samus's ship has long been part of the Metroid series.



Does Samus's ship have a name?

BONUS QUESTION

"We've always just called it 'starship.' Some of the people on the team even call it 'Samus's ship,' but that's not exactly an official term."

The SAGA of SAMUS

Metroid: Other M may be the most story-driven Metroid game yet, but it's just one part of the rich Metroid universe. Here's your chance to get caught up with the tales told so far.

METROID (NES, 1987)

Set in the year 20X5 CC, the original Metroid game chronicled bounty hunter Samus Aran's first encounter with the vicious parasitic creatures known as Metroids, which were controlled by the evil Space Pirates. Under the employ of the Galactic Federation, it was up to Samus to infiltrate the planet Zebes and destroy the Metroid menace. The adventure culminated with the apparent destruction of the Space Pirates' leader, Mother Brain. It wasn't until the end of the game that Samus was revealed to be a woman.

METROID PRIME (GAMECUBE, 2002)

Three years after the events of Metroid and Zero Mission, Samus pursued the Space Pirates to the planet Tallon IV. She discovered the pirates were attempting to harness the power of a poisonous substance called Phazon, but after a long struggle—which ended with the destruction of the terrifying Metroid Prime—she put a stop to the operation. Unlike previous Metroid games, Metroid Prime featured a first-person perspective, but it retained the exploratory gameplay and numerous ability upgrades of its 2-D predecessors. The game was developed by Retro Studios.

METROID

METROID: ZERO MISSION

METROID PRIME

METROID PRIME HUNTERS

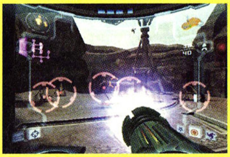
METROID PRIME 2 ECHOES

METROID: ZERO MISSION (GAME BOY ADVANCE, 2004)

This game was essentially a retelling of the original Metroid (albeit with enhanced graphics, controls, and more). After Samus defeated Mother Brain, however, a new part of the story was told. During her escape attempt, Samus's ship was shot down, and without her Power Suit she had to infiltrate the Space Pirate mothership and escape using an enemy shuttle. Samus's unarmored attire has since come to be known as the Zero Suit.

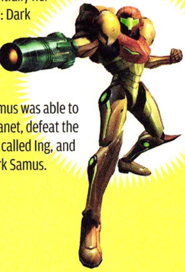
METROID PRIME HUNTERS (NINTENDO DS, 2006)

A strange message was heard in the minds of some of the galaxy's greatest warriors, calling them to a dead sector of space with the promise of ultimate power. Samus was sent in to investigate the matter, but it turned out to be a hoax. Samus encountered several other bounty hunters during the mission; they're playable in the game's multiplayer versus mode.



METROID PRIME 2 ECHOES (GAMECUBE, 2004)

Light and darkness collided when Samus visited the planet Aether. Not only was the planet split into two parallel dimensions (one of light and one of darkness), but Samus encountered a shadowy being that was essentially her doppelganger: Dark Samus. With the aid of a race called the Luminoth, Samus was able to reunify the planet, defeat the evil creatures called Ing, and overcome Dark Samus.



METROID PRIME PINBALL (NINTENDO DS, 2005)

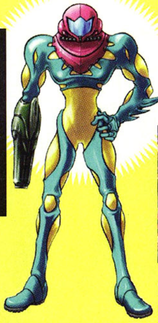
Not an official part of Metroid chronology, Metroid Prime Pinball is a pinball game inspired by Metroid Prime lore. The ball itself is Samus in her Morph Ball form, and the tables are all based upon areas from Metroid Prime. Several enemies make appearances, as well.

METROID PRIME TRILOGY (Wii, 2009)

As the name suggests, Metroid Prime Trilogy is a compilation of all three Metroid Prime titles on one disc. In addition to new Wii Remote and Nunchuk controls for the first two Prime games, Trilogy features new difficulty settings, bonus content, and more.

METROID PRIME 3: CORRUPTION (Wii, 2007)

Taking place six months after Metroid Prime 2, Metroid Prime 3 follows Samus as she and other bounty hunters are sent to investigate a malfunctioning Aurora Unit computer. The operation ends poorly, however, thanks to attacks by the Space Pirates and Dark Samus. Now infected with Phazon, Samus sets out on a mission to end the threat of Dark Samus once and for all.



YOU ARE HERE

METROID: OTHER M (Wii, 2010)

Not only does Other M bridge the gap between Super Metroid and Metroid Fusion, but it promises to reveal more of Samus's past.

METROID FUSION (GAME BOY ADVANCE, 2002)

In Metroid Fusion, Samus was infected by a deadly parasite known simply as X. The cure: surgically altering her power suit and injecting her with serum created from a Metroid. Fused with Metroid DNA, Samus was trapped on an X-infected space station and had to eradicate the menace before it escaped and ended intergalactic civilization. During the mission, Samus dubbed her personal computer Adam after her late former commanding officer Adam Malkovich. Chronologically, this is the last game in the Metroid series.

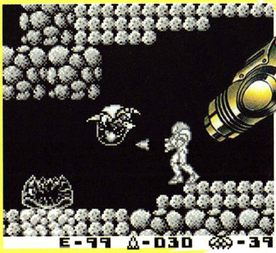
METROID PRIME 3: CORRUPTION

METROID II: RETURN OF SAMUS

SUPER METROID

METROID: OTHER M

METROID FUSION



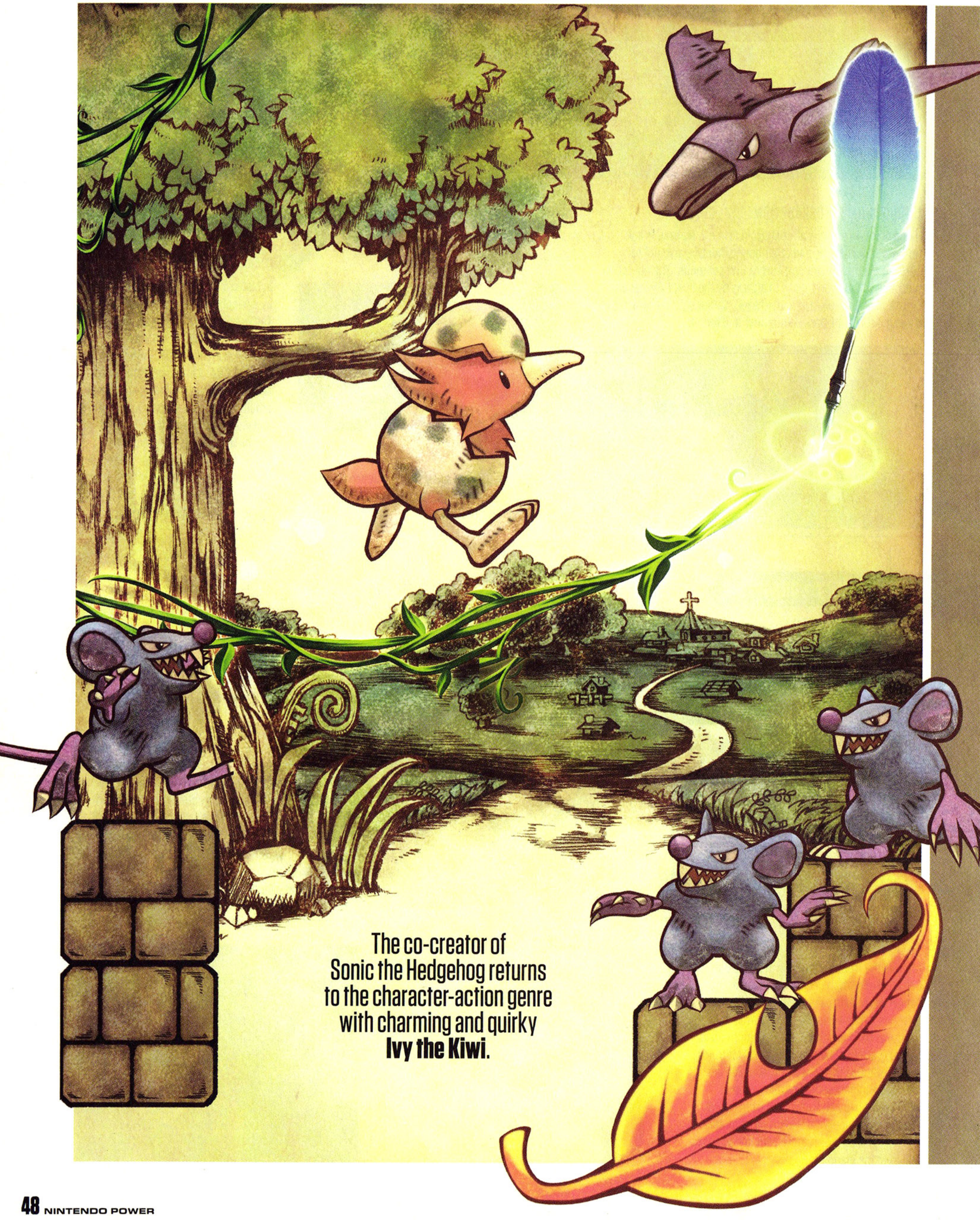
METROID II: RETURN OF SAMUS (GAME BOY, 1991)

After all the trouble caused by the Metroids, the Galactic Federation deemed the species too dangerous to exist. They sent Samus to the Metroids' homeworld, SR-388, to wipe the creatures from existence. Here, Samus had to battle a variety of Metroid types—40 Metroids in all—including the dreaded Queen Metroid. After exterminating the Metroids, Samus witnessed a baby Metroid hatch from an egg. The newborn thought of Samus as its mother, and Samus took the creature with her when she departed the planet.

SUPER METROID (SUPER NES, 1994)

Considered by many players to be the best game in the Metroid series—in fact, one of the greatest games of all time—Super Metroid was the last third-person-perspective Metroid game released on a home console. Shortly after Samus delivered the baby Metroid to scientists at the Ceres Space Colony, Space Pirate Ridley attacked the colony and stole the baby Metroid, prompting Samus to return to planet Zebes in pursuit. There Samus acquired many useful new abilities and defeated dangerous bosses before again confronting Mother Brain. During the battle, Mother Brain revealed her powerful true form and nearly killed Samus, but the baby Metroid (now fully grown) rebelled and transferred Mother Brain's power to Samus. Unfortunately, the Metroid died from Mother Brain's ferocious attack.

ENERGY 77
003
04



The co-creator of
Sonic the Hedgehog returns
to the character-action genre
with charming and quirky
Ivy the Kiwi.

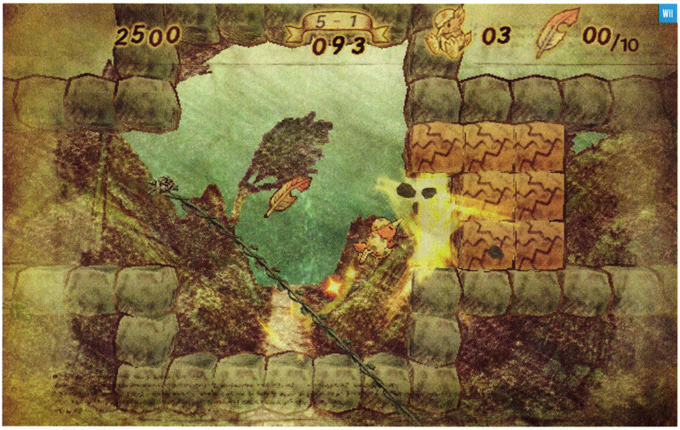
Bird on a Wire

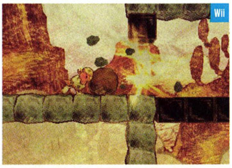
A baby bird searches for its mother. That's the classically simple premise behind Ivy the Kiwi*, the latest offering from Yuji Naka's Prope studio. The game itself is a bit less conventional. Coming this summer for both the Wii and DS systems, it's sort of like Lemmings meets Kirby's Canvas Curse, with a pinch of Sonic the Hedgehog and a dash of Drill Dozer. If that's not enough to pique your interest, we probably can't be friends anymore.

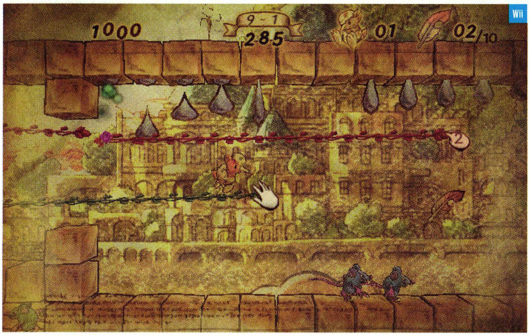
As Ivy sets out on her quest, the diminutive hatchling marches forward on her own, and it's your job to manipulate her course by drawing vines, guiding her safely to the goal at the end of each stage. On the DS you'll perform that task via the stylus, and on the console you'll use the Wii Remote controller's pointer. Being a newborn, Ivy's survival instincts leave something to be desired—she'll gleefully walk into a pit of spikes, for example—so you have to remain vigilant every step of the way. Fortunately, those life-preserving vines are pretty user-friendly. Once you've anchored one end, you can freely move the other until you lift the stylus (DS) or release the A Button (Wii). That means you can alter a vine's length and direction even while Ivy is traversing it. What's more, you can have up to three vines on the screen at once (drawing a fourth will cause the oldest vine to disappear).

Things start out fairly simple, with the first few levels sticking to those core mechanics. As you progress, however, you'll learn new techniques to help you navigate the increasingly treacherous paths. When Ivy is walking along a vine, for instance, you can grab the middle of the plant and stretch it like a slingshot to launch your feathered ward. Ivy spins like a drill while airborne, allowing her to smash through certain blocks and stun enemies. On occasion, you'll also have to help Ivy push along a large rock, which she can use to bowl over obstacles and crush her foes.

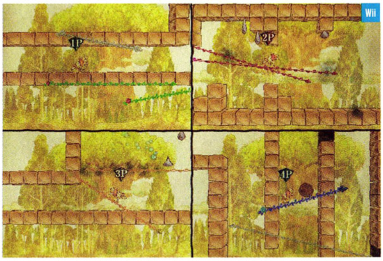
To complete a level all you have to do is reach the goal, but for those seeking a stiffer challenge, there are 10 feathers scattered throughout each stage. Your reward for collecting all 10 is an extra life, but hardcore platforming fans will more importantly view it as a source of pride. To nab every feather, you'll usually have to pull off some truly







[Left] A second player protects Ivy from the water droplets.

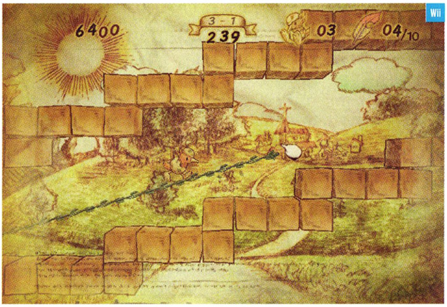


BY STEVE THOMASON

PUBLISHER: **XSEED** DEVELOPER: **PROPE** RELEASE: **SUMMER 2010** Wii DS

---

*Technically, the game is called Ivy the Kiwi?, with a question mark, but we've omitted that bit of punctuation for the sake of readability.



KIWI SAMPLER

IVY THE KIWI?
mini

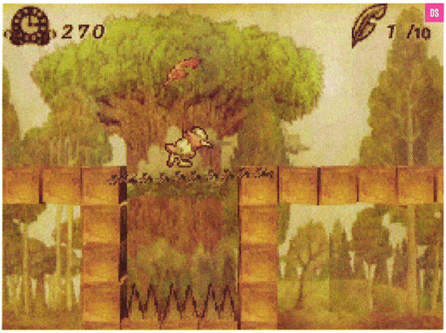
A scaled-down version of the game, called Ivy the Kiwi Mini, will be heading to WiiWare and DSiWare "a couple of months after the retail release," according to an XSEED representative. The downloadable installment will include a selection of stages from story mode, but no multiplayer functionality. XSEED says that DS owners should also be on the lookout for a downloadable demo in late May.

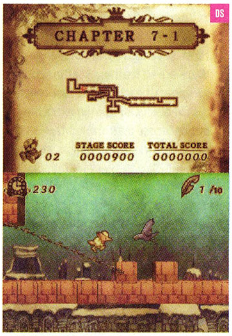
perilous maneuvers and squeeze Ivy through a few tight spots. As with many of Naka's previous games, the action is surprisingly deep, and skillful play involves achieving a certain rhythm. You'll be surprised how nimbly you can move Ivy with a bit of practice.

Ivy the Kiwi was originally developed for Windows-based mobile phones, but Prope has upgraded the presentation and added lots of new content for the Wii and DS versions. The main story consists of 50 levels, and once you complete those, you'll unlock modified versions of all 50 that introduce new tasks and objectives. The hand-drawn visuals remain relatively simple, but they possess warmth and charm that fit the storybook theme well. On Wii, they are enhanced with a cool moving-sketch effect that's reminiscent of Sega's Valkyria Chronicles on PlayStation 3 or a-ha's classic "Take on Me" music video. Prope has added a bit more color to the US versions of both games at the request of publisher XSEED, which felt the Japanese originals were too sepia-toned.

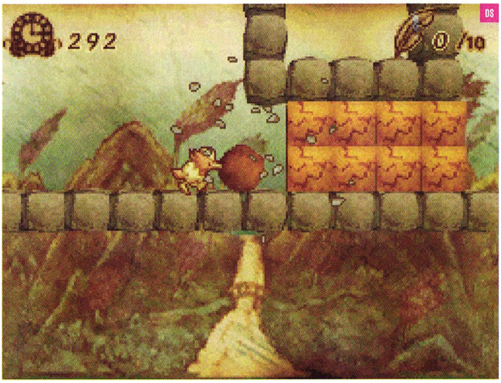
In addition to its single-player quest, Ivy the Kiwi offers a competitive race mode for up to four players. On DS, five stages are available via download play. If everyone has a game card, however, you can compete on any stage that's been completed in story mode. The Wii version splits the screen four ways, which allows you to wreak havoc on your competitors by drawing vines in their window. Of course, you kind of feel like a jerk for trying to lead an adorable baby bird to its doom. On a friendlier note, the console game also adds a co-op element to story mode, whereby a second player can pick up a Wii Remote at any time and start placing vines.

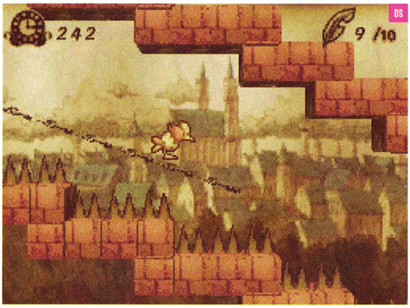
Ivy the Kiwi may not be a big summer blockbuster like a Super Mario Galaxy 2, but we've certainly enjoyed our time with it thus far. Kudos to Naka for once again trying something new and to XSEED for bringing the game to our shores.





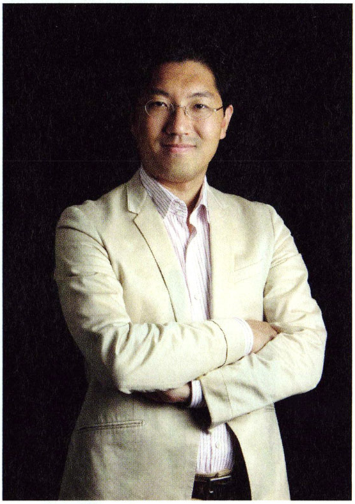
[Left] We really hate to see that kind of bird-on-bird violence.





From Hedgehogs to Hatchlings

Yuji Naka spent the first 22 years of his career at Sega, where he had a hand in such classics as Sonic the Hedgehog, NiGHTS into Dreams, and Phantasy Star Online. He left the company in 2006 to start Prope, the independent studio behind Ivy the Kiwi. We sat down with Naka to gain some insight into his latest creation.



NINTENDO POWER: How did you come up with the idea for Ivy the Kiwi?

YUJI NAKA It first started with a few of our young employees getting together and creating a game as an experiment. I really saw potential in the game, so we decided to move forward on it as a company project, and it eventually became Ivy the Kiwi.

Why a kiwi?

Since the character needed to be something that couldn't even go over a step without the player's help, we had the idea of making it a kiwi, which is a bird that can't fly. Also, like a parent cheering on a child at a sporting event, we wanted to emphasize those parental feelings of, "Come on, come on, you can do it!" and, "Atta boy!" So we decided to go with a baby kiwi as the character.

What was your role on the project? Last time we chatted, you mentioned that you still get the itch to do some programming. Did you get a chance to do any programming on this title?

Unfortunately, I once again took the role of producer and was not involved in the programming. However, I was directly involved with play-testing and game-balancing issues to even the smallest details, and I am very satisfied with how the title turned out.

This is the first time in a while that you've worked on a new character-action game. What was it like to return to the genre, and what is it about these sorts of games that appeals to you?

It has been a while, so I was very happy. It was a lot of fun working on a new character-action game.

One of the great things about action games is that moment when you think, "Wow, I'm getting good at this!" Ivy the Kiwi has a new type of control scheme, but I believe players will really feel that moment in this game.

You can play it with only a stylus for DS and just pointing with the remote for Wii. The controls are very simple; it's a game that will make the person next to you say, "Let me try, let me try!" Wasn't this how it used to feel when we played action games for the first time?

I think we were able to create the most ideal "simple but deep" game with Ivy the Kiwi, which is what everyone aims for when creating a game.

What was the inspiration for the game's unique art style?

When we set the concept of a player helping a bird that can't fly through an adventure, I thought it would best be told if we could do it in an old storybook kind of way. Another meaning behind this concept was that usually storybooks have a happy ending, but something terrible has happened here, and the player, who's also the reader and god of this world, becomes part of the storybook world to help unite Ivy with her mother. The player will be able to read the storybook from beginning to end once they finish the game, so please try it out to see how the story unfolds.

Who composed the music for the game?

The sound for Ivy the Kiwi was composed by one of the creators in our company. The baseline was composed by an employee named Takase, who was involved in this project from the beginning, and we had YAM, who was involved in Let's Tap, do the editing.

With a little practice, it looks like players can get into a pretty fast rhythm with Ivy, which is a trademark of many of your games (Sonic the Hedgehog, NiGHTS, etc.). Is that sense of rhythm important to you in a character-action game?

With action games, I think proficiency is the most important aspect. It was the same in Sonic where the thought of, "I've improved!" has an exceptionally rewarding feeling to it. Ivy the Kiwi has a wide range of skills that can be improved upon by the player. In the beginning, it will be difficult just to reach the goal, but then you'll start wanting to collect all the feathers. After that, you'll start tackling the time trials and trying to complete stages faster to obtain better medals. We designed this game so that there are different play styles and objectives depending on the player's skill level.

"One of the great things about action games is that moment when you think, 'Wow, I'm getting good at this!'"

Unlike in most games of this type, the player doesn't control Ivy directly. As a creator, what new opportunities does that afford you? And on the other hand, what sorts of challenges does that present?

To tell you the truth, I didn't think it was possible to have an action game where the player controls the character indirectly without it being frustrating. However, in Ivy the Kiwi it works well, and I was surprised at how precisely you're able to control the character. It was a new discovery for all of us.

Side-scrollers like this have enjoyed a bit of a resurgence lately. Why do you think that is? And what do they offer that 3-D games can't?

I think it's because in 2-D you can judge success and failure very easily. In 3-D, since there's depth, it's difficult to see if the characters touched each other or not, and hence it's hard to determine the success and failure range. This is something that we as creators need to challenge more as a topic.

Original games are increasingly rare these days, but introducing new franchises and concepts has long been a focus of your career. Why has that been so important to you?

I think as game creators, first and foremost, we need to keep creating new things. I really like new things, I enjoy being involved with them, and I want to keep creating new things in the future.

What's next for Prope?

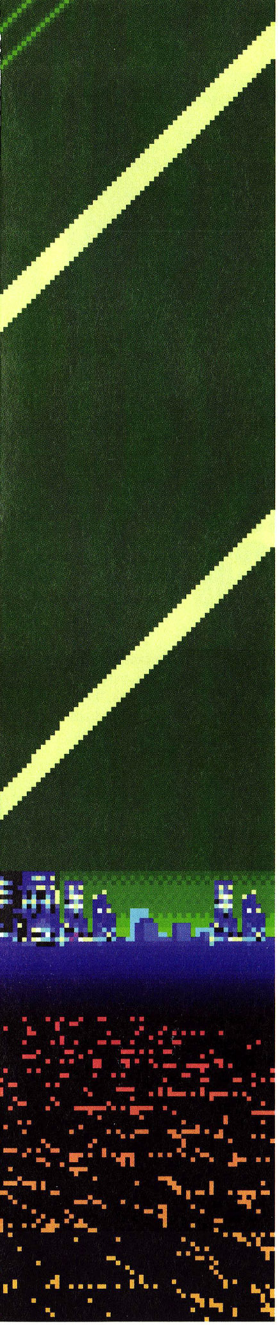
We're currently developing an action game that has yet another new and unique control scheme, and another project that lets you experience a fun real-world activity within a game.

I hope you enjoy Ivy the Kiwi and stay tuned for future releases from us at Prope.

THE FUTURE IS NOW

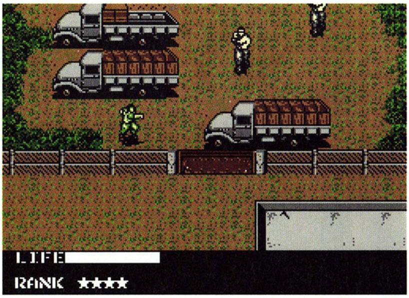
Video games love to give us a peek at what's going to happen in the future. Eventually, however, the future catches up.

BY **PHIL THEOBALD**



The future is a pretty exciting place. At least that's the idea. Nobody really knows what's going to happen in the future, and it's that limitless potential that makes it such a great setting for stories. Do you want to tell a tale that involves robots, cloned dinosaurs, and interdimensional travel? Just set it in the future! After all, it *could* happen. The only problem is that the future will eventually arrive, and whoever's around at that time will either be amazed by your accurate predictions or amused by how naive you were. (Just take a look at old science-fiction stories that described the technologically advanced far-off future of the 1980s. We're still waiting on those flying cars.)

Video games, of course, are no different, and in the following pages we'll look at the robot invasions, alien-zombie attacks, and other apocalyptic scenarios foretold in some classic (and some not-so-classic) games. We'll also spotlight the biggest threat presented by the potential future in each game and rate it on our Dangerometer, a 10-point scale that measures temporal hazards via the robotic skull of the future's greatest threat, a Terminator.



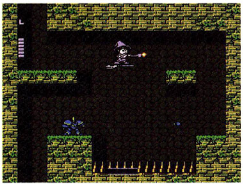
IN THE YEAR 1995
METAL GEAR

PUBLISHER: **KONAMI/ULTRA GAMES**
SYSTEM: **NES** RELEASED IN: **1988**

Originally set in vague year of 19XX, Metal Gear's actual time frame was clearly defined in Metal Gear Solid. Interestingly, plenty of elements in Metal Gear were pretty accurate in 1995. Transceivers could be used to send and receive messages, cigarettes were bad for your health, and enemy guards were much easier to sneak past if they "feel asleep." Still, we can't get past the titular military weapon. If this game were an accurate portrayal of 1995, shouldn't nuke-launching, bipedal walking tanks be a common tool of war nowadays?

BIGGEST THREAT: **WALKING TANKS** DANGEROMETER: ●●●●●●●●●○

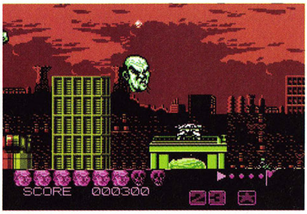
IN THE YEAR 1999
THE KRION CONQUEST



PUBLISHER: **VIC TOKAI** SYSTEM: **NES** RELEASED IN: **1991**

In 1999, everyone was in a panic over the Y2K problem and what it would mean for our civilization when our calendars flipped over to the year 2000. Due to the media's intense focus on the Millennium Bug, we won't be surprised if you missed the news about the Krion Empire's invasion of Earth. The evil Empress Elysia unleashed her robotic hordes all over the globe, but luckily a young witch named Francesca was able to wipe them out with her magic wand. Her triumph was chronicled in this NES game that's *heavily* inspired by Mega Man.

BIGGEST THREAT: **MAGIC-FEARING ROBOTS** DANGEROMETER: ●●○○○○○○○○

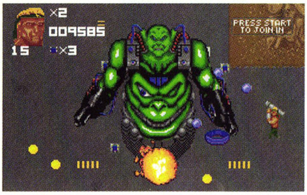


IN THE YEAR 1999 ZOMBIE NATION

PUBLISHER: **MELDAC** **SYSTEM:** **NES** **RELEASED IN:** **1991**

There are plenty of zombie-themed video games nowadays, but it's hardly a recent fad. In fact, many of these games have been undoubtedly inspired by the zombie plague that struck the United States in 1999. During that year, a meteor crashed in Nevada, and the resulting magnetic rays transformed the populace into zombies. Because, you know, magnets turn people into zombies. Not only that, but the Statue of Liberty was brought to life, and she began wreaking havoc. News of the US's turmoil reached Japan, and the massive, ghostly head of the samurai Namakubi flew over to stop the zombie apocalypse.

BIGGEST THREAT: **TRYING TO REMEMBER THAT THE GIANT, DISEMBODIED HEAD IS ON OUR SIDE**
DANGEROMETER: ●●●●●○○○○○

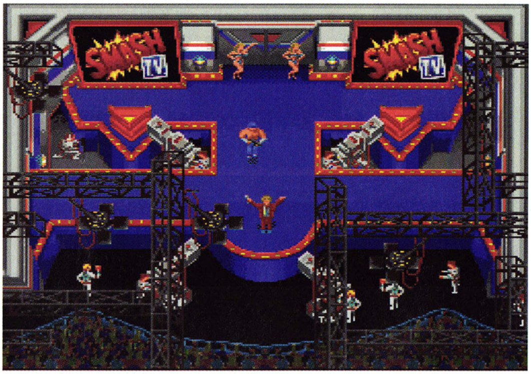


SHORTLY AFTER 1999 TOTAL CARNAGE

PUBLISHER: **MALIBU** **SYSTEM:** **SUPER NES** **RELEASED IN:** **1993**

This pseudosequel to Smash TV takes place shortly after the events of that game-show simulator. This time, however, the action moves off the networks and onto the battlefield. The vile dictator General Akhboob was kidnapping civilians and reporters as he built up his army of freaks and mutants. The only men who could take Akhboob down were Captain Carnage and Major Mayhem. In a shocking twist, Akhboob mutated into a giant monster during the final battle. Fortunately, our current military rivals don't seem to have access to the bionuclear technology the developers thought would be in use 11 years ago.

BIGGEST THREAT: **CHEMICAL PLANTS DISGUISED AS "BABY MILK FACTORIES"**
DANGEROMETER: ●●●●●●○○○○



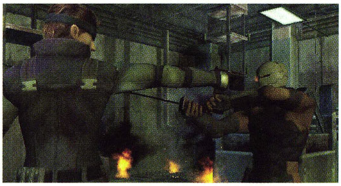
IN THE YEAR 1999 SUPER SMASH TV

PUBLISHER: **ACCLAIM** **SYSTEM:** **SUPER NES** **RELEASED IN:** **1992**

Big money! Big prizes! We love it! In the '90s, Midway (developer of the original arcade version of Smash TV upon which Super Smash TV is based) could see the future of television, and the company knew that in just a few years' time reality TV would be the hottest thing around. This version of reality TV, however, involves lots of guns, explosions, and the elimination of hundreds of people during prime time. Anything for the sake of entertainment, right? Contestants on this game show had to work their way through multiple rooms while gunning down hundreds of foes before taking on a giant, mutated boss. If the contestants slaughtered enough people, they could win valuable prizes such as fresh meat, 2,600-inch TVs, and "a brand-new VCR" (which was an admittedly out-of-date prize to win even in 1999).

BIGGEST THREAT: **FINDING LEGIONS OF VOLUNTEERS TO BE CAST AS THE ENEMIES**
DANGEROMETER: ●●●●○○○○○○

IN THE YEAR 2005 METAL GEAR SOLID: THE TWIN SNAKES



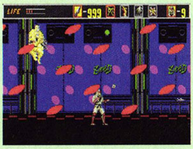
PUBLISHER: **KONAMI** **SYSTEM:** **GAMECUBE** **RELEASED IN:** **2004**

Taking place 10 years after the original Metal Gear game, The Twin Snakes features all sorts of wild technology that we've yet to see in real life. In addition to another Metal Gear-brand walking tank, we are introduced to viruses that can kill on command, psychokinetic warriors, evil clones, and—coolest of all—cyborg ninjas. We would have totally gone in for the cyborg ninja surgery had it been around five years ago. There was one thing that Metal Gear Solid got right, though: in 2005, geeks loved anime.

BIGGEST THREAT: **CYBORG NINJAS!** DANGEROMETER: ●●●●●●●●●●

X Marks the Spot

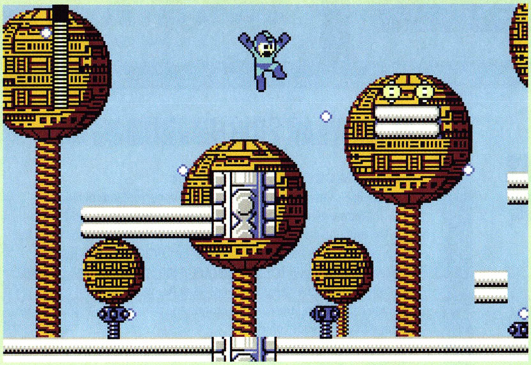
Occasionally video games use an X as part of the year in which the game action takes place. Does this mean the game is so futuristic that even the way we denote years has changed, or is it a variable that allows game creators to avoid tying down their game with a specific year? Either way, the X years have given gamers plenty of good stuff.



Three years after 19XX **The Revenge of Shinobi**

PUBLISHER: **SEGA** SYSTEM: **GENESIS** RELEASED IN: **1989**
Sega's original arcade hit, Shinobi, took place in 19XX, when ninja master Joe Musashi defeated the criminal organization Zeed. Three years later, Neo Zeed surfaces to kill Joe's master and kidnap his fiancée. On his quest to take down Neo Zeed, Joe faces off against a multitude of villains, including bizarre enemies inspired by the Terminator, Batman, Godzilla, Rambo, and Spider-Man. That's one thing the developers predicted accurately—Spider-Man *did* kind of turn into a big jerk in the *Spider-Man 3* movie.

BIGGEST THREAT: **COPYRIGHT INFRINGEMENT** DANGEROMETER: ●●●○○○○○○○



In the year 200X **Mega Man**

PUBLISHER: **CAPCOM** SYSTEM: **NES** RELEASED IN: **1989**
If the X is a variable, the events of Mega Man have already taken place. The last possible year that could fit into the 200X limitation has come and gone. We don't recall hearing of any sort of battle where a boy robot defeated a mad scientist and his themed robot creations, but that's *precisely* the sort of thing that the government is liable to cover up. The media may be too scared to dig up the truth about Dr. Light's creation, but Capcom has already told us that he's out there. Fight, Mega Man! For everlasting peace!

BIGGEST THREAT: **SPIKES** DANGEROMETER: ●●●●●●●●●●

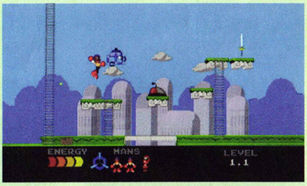
Talk to
Goods
PSI
Equip
Check
Statu

•(Caution! There are still lots of fires burning here and there. It's HOT!)

In the year 199X **EarthBound**

PUBLISHER: **NINTENDO** SYSTEM: **SUPER NES** RELEASED IN: **1995**
EarthBound is unique among RPGs in that it doesn't take place in the standard fantasy setting. Instead, this humor-filled tale of Ness and his friends' quest to save the future from a hostile alien occurs in the modern world. Even though we don't know the exact year of EarthBound's events, we do know they happened during the '90s, which was precisely when the game was released.

BIGGEST THREAT: **OVERZEALOUS FANS**
DANGEROMETER: ●●○○○○○○○○



In the year 20X6 **Strong Bad's Cool Game for Attractive People Episode 5: 8-Bit Is Enough**

PUBLISHER: **TELLTALE GAMES** SYSTEM: **WIIWARE** RELEASED IN: **2008**
Strong Bad's hilarious adventure game is filled with all sorts of jokes and parodies, and this final episode takes aim at video games. After Strong Bad damages an arcade machine, video game characters begin appearing in the real world. Among them is Stinkoman, Strong Bad's 8-bit alter ego. Stinkoman's adventures take place in the year 20X6 in a loving jab at this video game cliché.

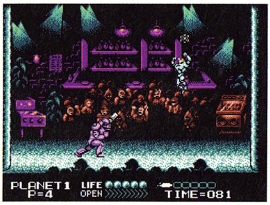
BIGGEST THREAT: **SMACK-TALKING ENEMIES**
DANGEROMETER: ●●○○○○○○○○

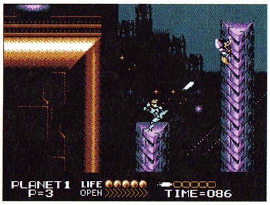
IN THE YEAR 2010 **STREET FIGHTER 2010: THE FINAL FIGHT**

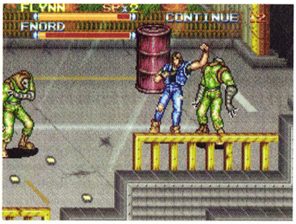
PUBLISHER: **CAPCOM** SYSTEM: **NES** RELEASED IN: **1990**

This is now. The events of Street Fighter 2010: The Final Fight are happening right now. Look out your window, and you're likely to see sentient plants, giant bugs, and inter-dimensional portals aplenty. Good thing we have Ken Masters around to save us. Sure, this famous street fighter has given up his hadoken-throwing ways by this point, but as a famous scientist Ken has given himself bionic implants that allow him to take on the hazards that resulted from the misuse of a substance known as Cyboplasm. Did we mention that Ken *created* Cyboplasm? Dude should've kept hanging out with Ryu and Chun-Li and avoided all this mess.

BIGGEST THREAT: **NOT BEING ABLE TO PERFORM YOUR OLD STREET FIGHTER MOVES**
DANGEROMETER: ●●●●●○○○○○





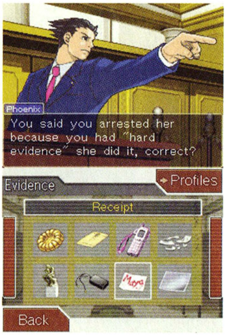


IN THE YEAR 2015 **THE PEACE KEEPERS**

PUBLISHER: **JALECO** SYSTEM: **SUPER NES** RELEASED IN: **1994**

Start saving your pennies now. According to The Peace Keepers, 2011 marks the beginning of the Economic Wars. In the aftermath of this financial crisis, the Deutchland Moldavia Corporation will be able to purchase most of the planet's land by 2015. The company's vast funds, combined with a passion for biogenetic experimentation, allow it to take over the world. It's up to a handful of heroes, each with a grudge against the DM Corporation, to beat up the company's thugs and take down its boss, Trip Iago.

BIGGEST THREAT: **TRYING NOT TO THINK OF GILBERT GOTTFRIED WHEN CONFRONTING IAGO**
DANGEROMETER: ●●●○○○○○○○



You said you arrested her because you had "hard evidence" she did it, correct?

IN THE YEAR 2016 **PHOENIX WRIGHT: ACE ATTORNEY**

PUBLISHER: **CAPCOM** SYSTEM: **NINTENDO DS** RELEASED IN: **2005**

We have only a couple more years until hotshot attorney Phoenix Wright takes the world by storm. Considering that the events of this game take place in the not-too-distant future, things aren't all that different from the way they are now, although the legal system goes through a bit of a change. Apparently there are no juries, the prosecution and the defense will be able to handle their own investigations, and it's common practice for prosecutors to whip anybody they disagree with. Oh, and evidently all defendants are guilty until proven innocent. Luckily for the defense attorneys, they'll be allowed to remove valuable evidence from a crime scene. You would think the police would have a problem with that, but no.

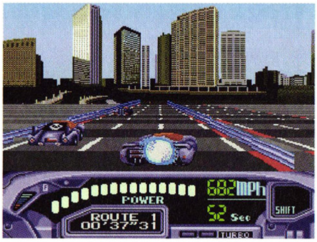
BIGGEST THREAT: **BEING FRAMED FOR MURDER**
DANGEROMETER: ●●●●●●○○○○

IN THE YEAR 2019 **OUTRUN 2019**

PUBLISHER: **SEGA** SYSTEM: **GENESIS** RELEASED IN: **1993**

In this article's intro we complained about our current lack of flying cars. This game gives us a glimpse into the year 2019, and although the ultrastreamlined cars of that time still have wheels, at least they're rocket powered! These cars can reach speeds of up to 700 miles per hour as they jet along the oddly barren highways of the future. Strangely enough, colliding with another vehicle at those speeds only causes your car to spin out—you'll be back on the road in seconds and there will be absolutely no damage to you or your vehicle.

BIGGEST THREAT: **THE COST OF FUEL TO POWER THE ROCKETS IN YOUR CAR**
DANGEROMETER: ●●●●●●●●○○

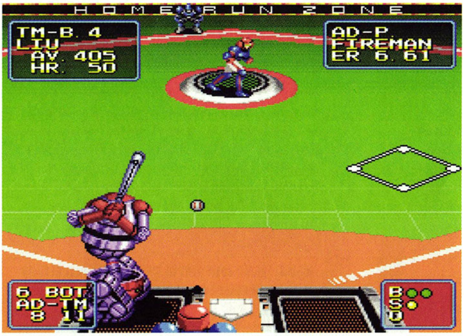


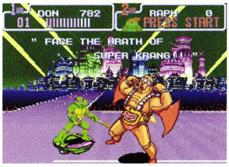
IN THE YEAR 2020 SUPER BASEBALL 2020

PUBLISHER: **TRADEWEST** SYSTEM: **SUPER NES** RELEASED IN: **1993**

Enjoy your wealth and fame while you can, professional baseball players. If developer SNK knows anything about the future (and we bet it does), you have only about 10 years left to enjoy your careers. In the year 2020, robots begin replacing human players during these athletic competitions. Sure, humans *can* play the game, but given the bulky (and seemingly very heavy) armor that replaces the traditional baseball uniform, it's only a matter of time before our fragile, fleshy bodies can no longer take the strain. Despite the loss of humanity, this new form of baseball will have greater international appeal. Teams named for American cities are eliminated to make way for the Tokyo Samurais, the Taiwan Megapowers, and, um, the Battle Angels.

BIGGEST THREAT: **MORE FORMER ATHLETES ATTEMPTING TO BECOME ACTORS**
DANGEROMETER: ☠☠☠○○○○○○○





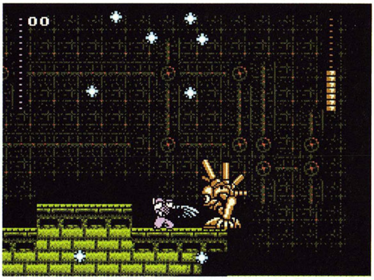
1UP
01
DON 747
2UP
RAPH 0

IN THE YEAR 2020 TEENAGE MUTANT NINJA TURTLES IV: TURTLES IN TIME

PUBLISHER: **KONAMI** SYSTEM: **SUPER NES** RELEASED IN: **1992**

Over the course of this game, the heroes in a half-shell travel to many different periods throughout history. The one we're concerned with, however, is the Neon Night-Riders stage, which takes place in 2020. Yes, in just 10 years our cities will be completely rebuilt with wildly "futuristic" buildings that are constantly lit by a harsh neon glow. Multiple spotlights shine into the night sky looking for nothing in particular. Citizens will travel across F-Zero-esque highways on personal hover boards that appear to have no safety restraints or any visible means to control them. For some reason, the highways will have frequent gaps in them, but those don't seem to affect the boards' flight. Cowabunga!

BIGGEST THREAT: **HOVER BOARD FATALITIES—LOTS AND LOTS OF HOVER BOARD FATALITIES**
DANGEROMETER: ☠☠☠☠☠☠☠☠○○

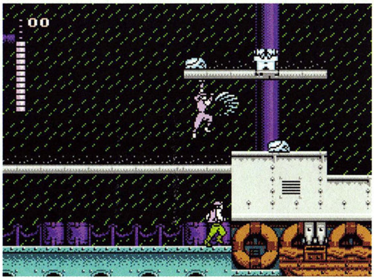


IN THE YEAR 2029 SHADOW OF THE NINJA

PUBLISHER: **NATSUME** SYSTEM: **NES** RELEASED IN: **1991**

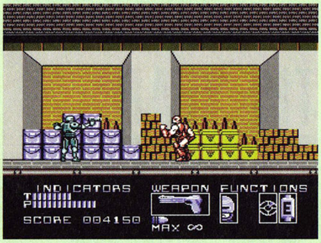
If we are to believe Natsume, we're all going to be in a lot of trouble come 2029. While the unfortunately named S.C.A.T. force is busy dealing with (*ahem*) Vile Malmort (see page 59), who will save the United States (and especially New York) from being taken over by the wicked Emperor Garuda? Why, ninjas, of course! Ninjas-for-hire Hayate and Kaede will be called in to take on Garuda's robot army and giant, mechanical death machines.

BIGGEST THREAT: **LAME SPECIAL ATTACKS THAT DRAIN HALF YOUR HEALTH**
DANGEROMETER: ☠☠☠☠○○○○○○



1.21 Gigawatts!

Obviously, video games aren't the only medium that draws inspiration from the future. Plenty of movies give us a sneak peek at what we can expect a few years down the road. Luckily, some of those movies have been translated to video games.



In the "near future" after 1987 **RoboCop**

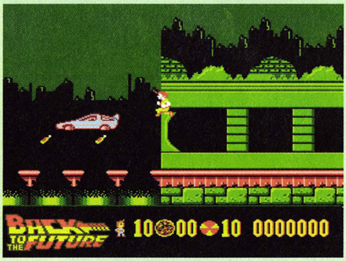
PUBLISHER: **DATA EAST** **SYSTEM:** **NES**
RELEASED IN: **1989**

The exact year in which RoboCop takes place has never been revealed, but we do know it wasn't too long after 1987. So yes, the era of the cyborg police officer has come and gone. It's a good thing, too. Old Detroit was in pretty bad shape until RoboCop showed up. He did such a good job cleaning up the town that they didn't have to bother building that shiny new Delta City.

BIGGEST THREAT: **IF YOU'RE ROBOCOP: DIRECTIVE 4** DANGEROMETER: ●●○○○○○○○○

BIGGEST THREAT: **IF YOU'RE ED-209: STAIRS** DANGEROMETER: ●●●●●●○○○○

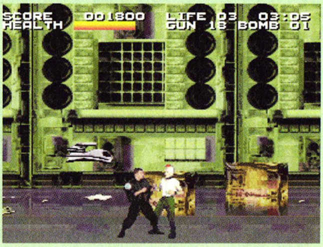
In the year 2015 **Back to the Future II & III**



PUBLISHER: **LJN** **SYSTEM:** **NES**
RELEASED IN: **1990**

The Back to the Future series is the gold standard by which all other time-travel movies are judged. The second movie was kind enough to give us a glorious look into what is now the very near future. Why, in just five years we'll have autolacing shoes, self-drying coats, big-screen video phones, and, most importantly, those sweet, sweet Mattel hover boards. Heck, we almost have 3-D holographic movies right now, so Mattel's gotta be working on those hover boards, right? Right?

BIGGEST THREAT: **NOT REALIZING UNTIL IT'S TOO LATE THAT HOVER BOARDS DON'T WORK ON WATER (UNLESS YOU'VE GOT *POWER!*)** DANGEROMETER: ●●●●●○○○○○

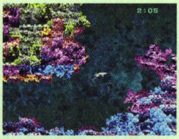


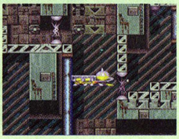
In the year 2004 **Timecop**

PUBLISHER: **JVC** **SYSTEM:** **SUPER NES** **RELEASED IN:** **1995**

When people go mucking about in history, you need the Time Enforcement Commission. This agency, established way back in 1994, was set up to track down time-traveling miscreants. That's right: time travel has been possible for over 15 years now. You wanna know the even crazier part? Since 2004, Jean-Claude Van Damme has been traveling through time to apprehend these time criminals. For all we know, Van Damme could be traveling through time *right now*. All that power, and he still allowed himself to make the Street Fighter movie. That guy needs to get his priorities straight.

BIGGEST THREAT: **SOME SORT OF TIME PARADOX THAT RESULTS IN TWO JEAN-CLAUDE VAN DAMMES**
DANGEROMETER: ●●●●●●●●●○





In the year 2018 **seaQuest DSV**

PUBLISHER: **MALIBU**
SYSTEM: **SUPER NES**
RELEASED IN: **1995**

In less than a decade, we will have used up most of our natural resources here on our planet's surface. In response, many nations from around the globe will join together to form the United Earth Oceans Organization, which will be kind of like the United Nations, but will deal with underwater colonization. The *seaQuest DSV* will be a high-tech submarine that is used to protect the new colonies from hostile nations. This Super NES game simulates the thrill of slowly floating around underwater while shooting at enemy subs.

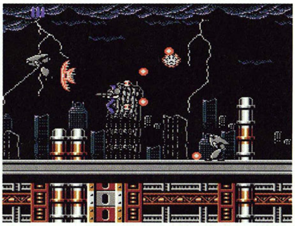
BIGGEST THREAT: **THE BENDS**
DANGEROMETER: ●●●●○○○○○○

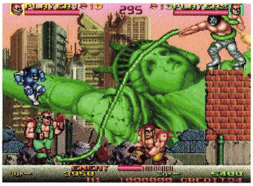
IN THE YEAR 2029 **S.C.A.T.: SPECIAL CYBERNETIC ATTACK TEAM**

PUBLISHER: **NATSUME** SYSTEM: **NES** RELEASED IN: **1991**

If you thought the Krion invasion of 1999 was bad, just wait. In less than 20 years, Earth is set to be invaded again, this time by an army led by the alien overlord Vile Malmort. (Vile Malmort? Really?) It's a good thing we'll have two of Earth's mightiest heroes to go up against them: Arnold and Sigourney, who are not at all reminiscent of any heroes from 1980s action movies.

BIGGEST THREAT: **ALIENS WITH GOOFY NAMES**
DANGEROMETER: ●○○○○○○○○○



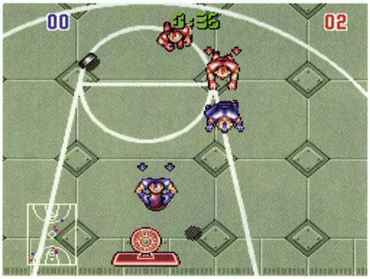


IN THE YEAR 2030 **CRUDE BUSTER**

PUBLISHER: **DATA EAST** SYSTEM: **ARCADE**
RELEASED IN: **1990** (ALSO RELEASED ON Wii IN DATA EAST ARCADE CLASSICS)

If Crude Buster is accurate, this is going to be a bad year for New York City. Multiple nuclear explosions are primed to destroy the Big Apple in 2010, setting the stage for the events that occur 20 years later. In 2030, an evil organization called Big Valley will conquer the post-apocalyptic ruins of New York City. Instead of sending in an army to defeat Big Valley, the government recruits two burly thugs to reclaim New York. Yeah, that seems like a solid plan. You'd better head into a bomb shelter now and start practicing your lifting-a-car-over-your-head skills. You're going to need them in a few years.

BIGGEST THREAT: **NUCLEAR-ENHANCED MUTANTS** DANGEROMETER: ●●●●●●●●○○



IN THE YEAR 2030 **BILL LAIMBEER'S COMBAT BASKETBALL**

PUBLISHER: **HUDSON SOFT** SYSTEM: **SUPER NES** RELEASED IN: **1991**

When the now-retired Bill Laimbeer played basketball for the Detroit Pistons, he was a notoriously aggressive player. In 20 years, those aggressive tendencies will once again bubble to the surface as Bill becomes the star player of the brutally violent new sport known as "combat basketball." The players, wearing metallic body armor, are encouraged to physically assault opposing team members as they attempt to score points. Additionally, land mines are scattered across the court, but they do surprisingly little damage. The really strange part is that when Bill does return to the game in the year 2030, he will be 73 years old!

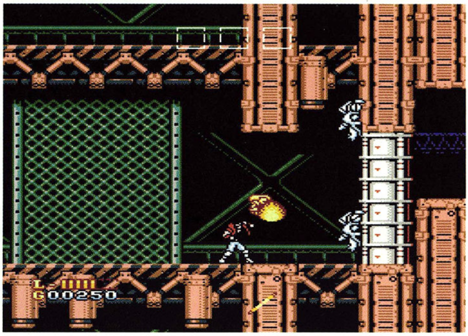
BIGGEST THREAT: **BREAKING YOUR HIP**
DANGEROMETER: ●●●●●●●○○○

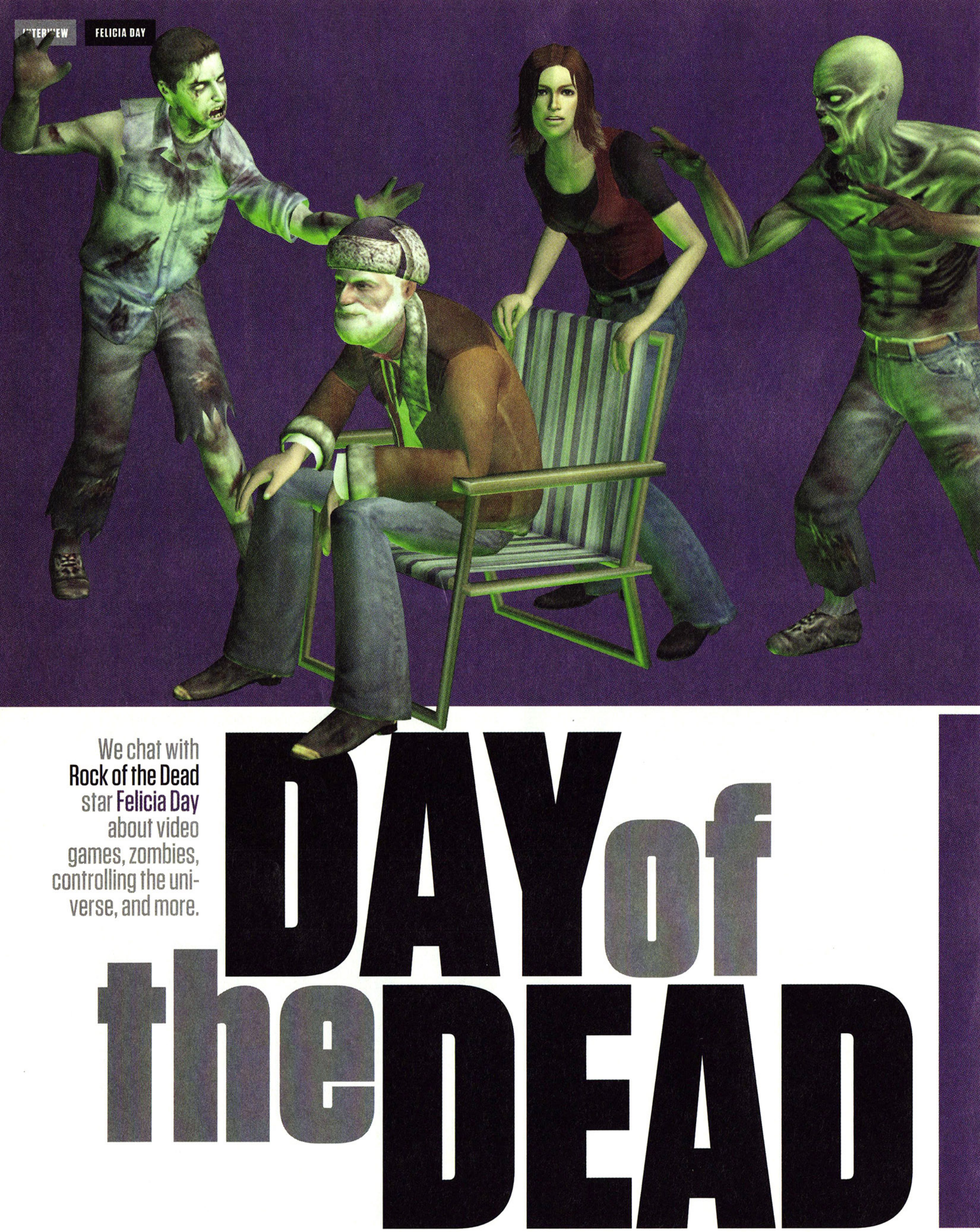
IN THE YEAR 2030 **SHATTERHAND**

PUBLISHER: **JALECO** SYSTEM: **NES** RELEASED IN: **1991**

Steve Hermann is a cop, and a darn good one. Unfortunately, he's not good enough to avoid losing both his arms in a battle against an organization known as Metal Command. In 2030, however, medical technology makes it supereasy to replace missing limbs with bionic equivalents. Sporting the codename Shatterhand, Steve is ready to return to duty and punch the heck out of Metal Command's legion of robots. In case metal fists aren't enough of a help, police officers of the year 2030 will also be able to construct robot sidekicks out of materials found in random boxes.

BIGGEST THREAT: **SHATTERING YOUR HANDS**
DANGEROMETER: ●●●●●●○○○○



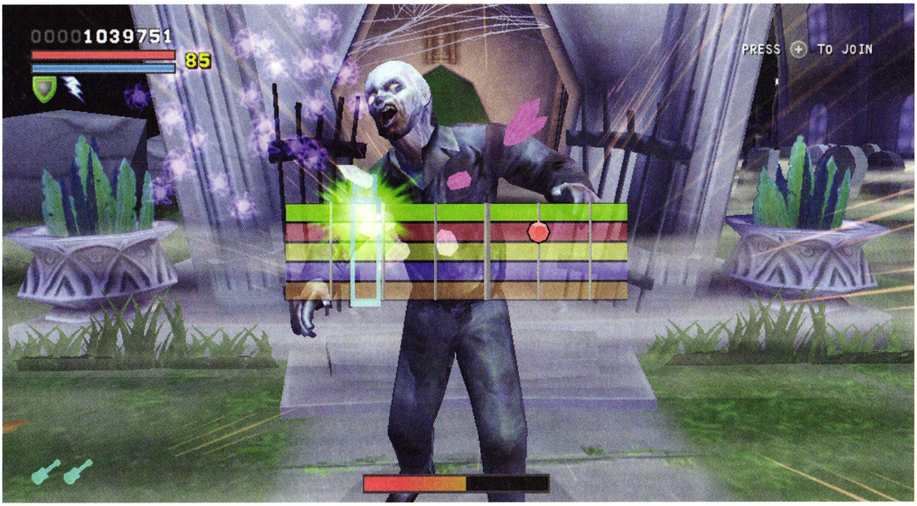


DAY of the DEAD

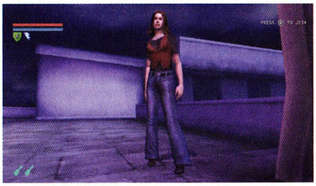
We chat with **Rock of the Dead** star **Felicia Day** about video games, zombies, controlling the universe, and more.

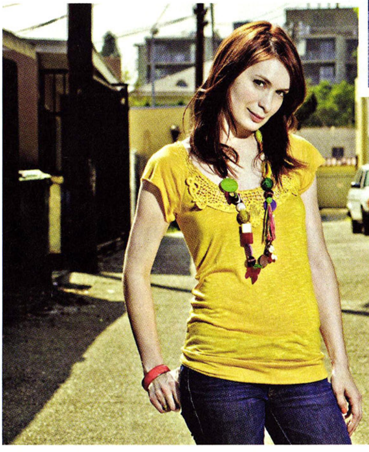
BY **CHRIS HOFFMAN**

PUBLISHER: **CONSPIRACY ENTERTAINMENT** DEVELOPER: **EPICENTER STUDIOS** RELEASE: **SUMMER 2010** Wii



Guitar peripherals aren't just for playing Guitar Hero and Rock Band any more. Starting this summer you'll have a whole new reason for rocking out: protecting Earth from zombies, aliens, and other assorted nasties in Rock of the Dead for Wii. Essentially an on-rails shooter merged with a music game, the title pits you (and a friend, if you wish) against wave after wave of freakish bad guys. Instead of blasting them with a weapon, however, you fend them off by using your guitar peripheral to strum the color-coded notes that correspond to each foe (sometimes rhythmically, sometimes as fast as you can). Tongue-in-cheek humor and intentionally campy horror-movie clichés abound as you jam through 28 stages and 8 environments while rocked-out classical music plays in the background. When the going gets tough, you can even unleash a powerful screen-clearing blast or power yourself up with a shield.





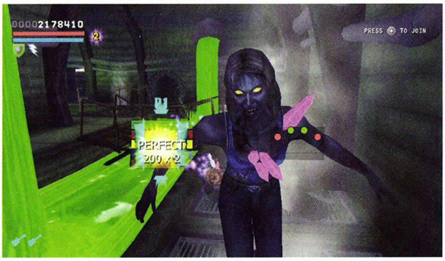
"I'm nothing like your typical Hollywood actress. I was weaned on video games."

But what you're doing is only as important as why you're doing it, and in Rock of the Dead, your nameless, guitar-playing, slacker hero (voiced by Neil Patrick Harris, of *How I Met Your Mother* and *Dr. Horrible's Sing-along Blog* fame) isn't saving the world out of the goodness of his heart. He's doing it to win the affections of Mary Beth, a local reporter played by Felicia Day (who costarred with Harris in *Dr. Horrible's Sing-along Blog* and has also appeared in *Dollhouse* and *Buffy the Vampire Slayer*). Far from a conventional Hollywood actress, Day is a lifelong gamer who not only plays video games for fun, but stars in, writes, and produces *The Guild*, a Web-based comedy series about massively multiplayer online role-playing games; she even spent time as a Nintendo Brand Ambassador. We recently had the opportunity to speak to the lovely and talented Ms. Day about her role in Rock of the Dead, plus a whole lot more.

NINTENDO POWER: What made you want to take the role of Mary Beth in Rock of the Dead?

FELICIA DAY: I was very busy when the offer came in and didn't really have time to fit in any more projects, but then I read a detailed description of the story and characters, and was immediately intrigued by the tongue-in-cheek storytelling, and also the unique idea of using the Guitar Hero controller in an FPS-type game. I thought it was so unusual I said yes immediately.

How does Mary Beth compare to roles you've played in the past?



I think Mary Beth is a little ditzier character than I'm used to playing. They directed me to have a lot of fun with it. The tone of the whole game is campy and full of genre fun, so it was a blast to get in the sound booth and record. Whatever was fun we kept!

Have you done much voice acting before? How does acting differ for you when you're performing a voice as opposed to the on-camera character?
I've done a few cartoons, and voice acting is *very* different from on-camera acting. You have to be *a lot* more expressive with your voice, because it's your only tool to tell the story. What would seem completely over the top in real life or in a TV scene will sound perfectly normal in an animated arena. You get to chew the scenery with your voice; it's amazingly fun!

How does it feel to be paired with Neil Patrick Harris again? Are you actually working together, or were your parts recorded completely separately?
We were recorded completely separately. In fact, I didn't even know Neil was doing the voice until after I finished recording and the producer told me! It was a shock but it made me so happy! Neil is an amazing artist, no matter what he's doing. I can't wait to see the finished product.

Why are his characters so obsessed with you, anyway?
I dunno, but I'm sure we'd make adorable babies.

What's been the most fun about working on the game so far?
Seeing the whole behind-the-scenes process of video game-making has been really exciting. There are so many steps; it requires an amazing amount of long-term planning. It dwarfs what has to be done in TV and film. I really respect the whole process more.

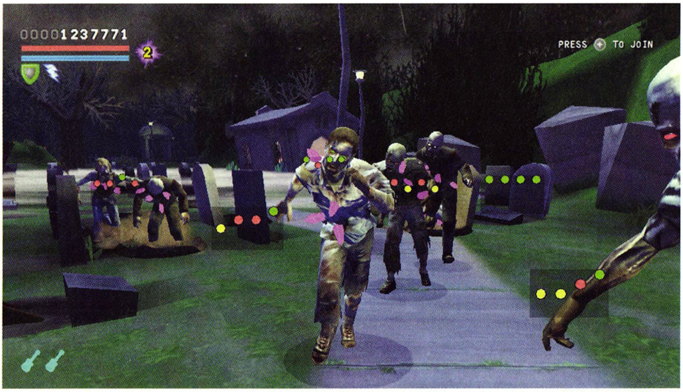
Given that it's a music game, will you get to display your singing abilities in Rock of the Dead?
There is no singing, unfortunately. I am always looking for the opportunity to do more singing, but those roles are few and far between.

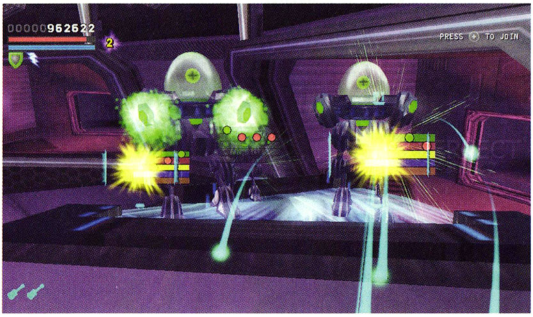
Since they're fans, did the game creators work any subtle references to *Dr. Horrible's Sing-along Blog* into the game's script?
I didn't catch anything when I recorded my part, but I didn't see all of Neil's stuff, so maybe it went over my head. I hope they put in an Easter egg somewhere.

Speaking of which—has there been any movement on a *Dr. Horrible* sequel?
I heard they're actually starting writing now, which is awesome! Cross fingers Penny can be included.

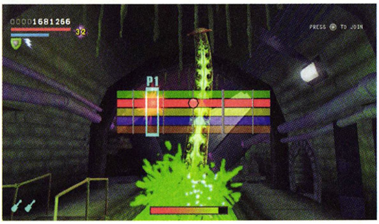
We read an interview in which you described yourself as a "quirky girl." What makes you quirky?
I'm nothing like your typical Hollywood actress. I was weaned on video games. I was home-schooled. I'm terrible at making my hair look good and I hate shopping. On Friday nights I don't "go out." I "stay in" to game. My tastes are not mainstream, so I'm hard to define in the traditional "girl" sense, but I'm proud of what I do and the things I enjoy, so it's all good!

What first got you interested in video games and turned you into a gamer?
I started playing text-based games on my dad's laptop (that weighed 30 pounds) when I was like six years old. We moved around so much as a kid, the things that were consistent in our lives were gaming and meeting people through the Internet. I enjoy puzzles and role-playing, and read tons of fantasy/sci-fi books in my spare time. I feel like passively watch-

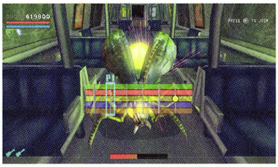




Even alien robots [left] and tentacle monsters [below] get in on the action.



ing a TV show or movie is boring. I'd rather be controlling the universe more; that's what gaming allows.



0000007400
PRESS TO JOIN

Survive these creeps and you'll get to meet up with Felicia Day's character, Mary Beth.

Why did you choose gaming as the subject matter for your Web series, *The Guild*?
I chose gaming and an MMORPG group to focus on because I was a huge World of Warcraft addict for about two years. Hardcore raiding, spending eight hours a day playing. I quit because I felt like I was spending too much time online. (I play now moderately.) When I sat down to write something, gaming was the first thing I thought to write about, because everyone's advice is always, "Write what you know."

Are you a big Nintendo fan as well?
I wanted a Nintendo system *so bad* as a kid! My mother thought it was a waste of time, so she refused to buy us one. We spent all day playing PC and Amiga games, so I have no idea where that double standard came from. I've had a Game Boy and DS since they started coming out, though. Tetris was the primary reason, but I love all the Mario games. I got a Wii the first day they came out as well, and one of my favorite games on that is Super Paper Mario, with Mario Galaxy not far behind. Recently I've gotten addicted to the Professor Layton games. Two of those comprised my whole Christmas vacation this year.

We've heard that you play some Rock Band. Are you a fan of music games in general? What do you think of the social aspects of music games?
I was a classical violinist as a kid; I got a college degree in it, in fact. Over 20 years of playing violin really pays off when you translate it to a guitar controller. I have to say I'm pretty darn good. I have Rock Band parties all the time. I really love getting my friends together to play; the communal enjoyment of video games is one of my greatest pleasures. It brings people together in a way that board games used to.

> "Over 20 years of playing violin really pays off when you translate it to a guitar controller."

How did you end up getting picked as a Nintendo Brand Ambassador a couple years back?
It was because I blogged a lot about video games. I let myself lapse in that area (*sorry!*), but I really enjoyed my time as an Ambassador, because it was primarily focused on getting women to game, something I'm always encouraging. More women enjoy video games than people would think, but the way gaming is perceived, it's only for boys, and the more women who start being interested in gaming, the more the creative people will start being more open and girl-friendly when they develop new games.

When you travel somewhere and bring your DS, what games do you make sure to bring with you?
Brain Age, always. Super Mario, always. Grand Theft Auto is something I still haven't finished but plug away at all the time lately. I really think that game is underappreciated.

One of the neat things about Rock of the Dead is its tongue-in-cheek humor. What are your thoughts on comedy in games, and what does it say about the growth of the medium?
Comedy is *much* harder to write than drama. You know something is funny or it's not; there's kind of a science to it. I think comedy in games signals a branching out of the types of storytelling in games, and developers appreciating good writing and story more. After all, you don't have to have the best graphics in the world to tell a compelling narrative if you care about the characters and enjoy the ride they take you on.

Given your interest in gaming and your creative roles behind the camera, have you ever thought of making your own game?
I would *love* to make a game. I think it would definitely be magic/fantasy-based. I love the BioWare games, the intricate storytelling behind them, but I also love the old point-and-click adventures from Sierra. An updated version of that type of game would be right up my alley.

Why do you think zombies are such a popular phenomenon these days?
I have no idea. If you saw a real zombie you'd probably puke. I mean, flesh hanging off faces? I was in an operating room one time and I saw them cut someone open. Not a fan.

So, if you were in an actual zombie/alien invasion, and there was no special superguitar around, what would you do to defend yourself?
I guess I'd run to some remote place and fortify. My dad took me to a shooting range a few months back and I found that my video game skills must have rubbed off onto my shooting skills, because I was pretty good at hitting that bull's-eye.

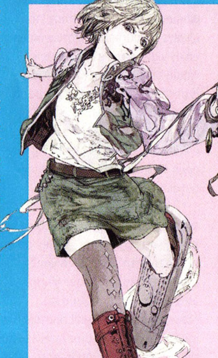
And if you were confronted by someone wielding the power of music, what kind of music would they play to repel you (not that we can imagine anyone wanting to do that!)?
I hate to say it, but it would have to be country music. Wow—I can't stand that stuff.

Anything else you'd like to say to Nintendo Power's readers?
If you haven't seen it, check out *The Guild*! I hope you enjoy the game; we had fun making it!

7 SINFUL SURPRISES

Devilish dolphins, freaky forests, and combining critters—Wii exclusive Sin and Punishment: Star Successor is chock-full of surprises. Here are seven of our favorites.

"WHAT THE...." A lot of our exclamations started with those two words when playing Sin and Punishment: Star Successor. Sometimes it was said out of joy, sometimes out of frustration—like most Treasure-developed shooters (Bangai-O Spirits, Ikaruga) Star Successor can be very challenging—but most often it was said out of sheer surprise. Just when you think you've got a handle on things, something new rears its head.



Take the story, for example, which is told via Star Successor's numerous cut-scenes. (Who would've thought that an arcadey, Space Harrier-style on-rails third-person shooter would be so story-heavy?) The two protagonists, the pistol-slinging Isa and the hoverboard-riding Kachi, have crash-landed in Fukuoka, Japan, and are trying to make their way to Mt. Fuji. Along the way, they are attacked by legions of enemies known as Keepers—animalistic artificial life forms created to protect the earth—and a handful of humanoid bosses. Things get more complex as you discover that Isa was originally tasked with eliminating Kachi, who, as it turns out, is not a human. (One of the bosses claims she is a demon—albeit a demon with a positive attitude—and must be destroyed for the sake of the universe.) Isa stands by Kachi's side, more than willing to dispatch his former allies in order to save Kachi.

To accomplish your goals, you must first get accustomed to Star Successor's control scheme; fortunately, there are plentiful options, from the Wii Remote-and-Nunchuk combination to the Classic or GameCube controller. Using the two traditional-controller schemes should be familiar to those who have played third-person shooters—or the original Sin and Punishment on Virtual Console—with those controllers before: you use the left Control Stick to move about the screen, and you aim your reticle with the right Control Stick. It works well enough, but it doesn't feel as precise as using the Nunchuk's Control Stick to move and the remote's pointer to target your opponents.

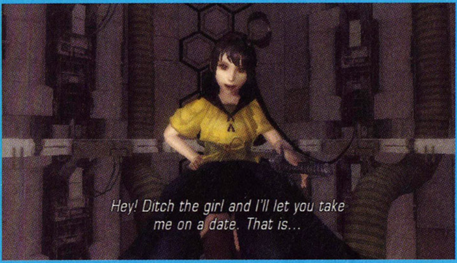
You have the option to play as either Isa or Kachi (there is two-player co-op, but one player controls the onscreen character while the other controls another reticle in this Super Mario Galaxy-style mode), and each character has advantages. Kachi autotargets foes and has lock-on missiles, whereas Isa shoots freely and has a longer-range sword-swinging melee attack. Both characters have the same basic controls, however; when using the Wii Remote-and-Nunchuk combo, you hold B to shoot, tap B for melee strikes (which can be used to hit projectiles back at enemies), hold A for a powerful shot, tap A to lock on to a baddy, press Z to dodge (you're invincible while dodging), and tap C to jump. (Though the only time you'll need to jump is when you're riding a vehicle—you can hover around the screen at all other times.) But like in most shooters, even though the controls are fairly simple, surviving the waves of adversaries is not.

It's when facing these tough opponents that Sin and Punishment: Star Successor's biggest surprises reveal themselves. Although we haven't seen the entire game yet, we have played through a large majority of Isa and Kachi's adventure (the first five stages). These are our top seven moments so far. Warning: spoilers ahead!

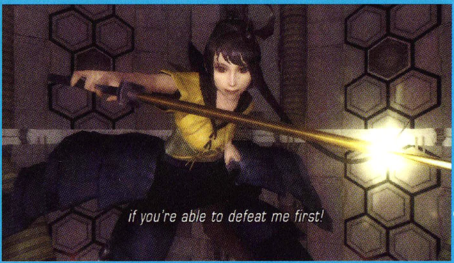
BY **JUSTIN CHENG**

PUBLISHER: **NINTENDO** DEVELOPER: **TREASURE** RELEASE: **JUNE 2010**

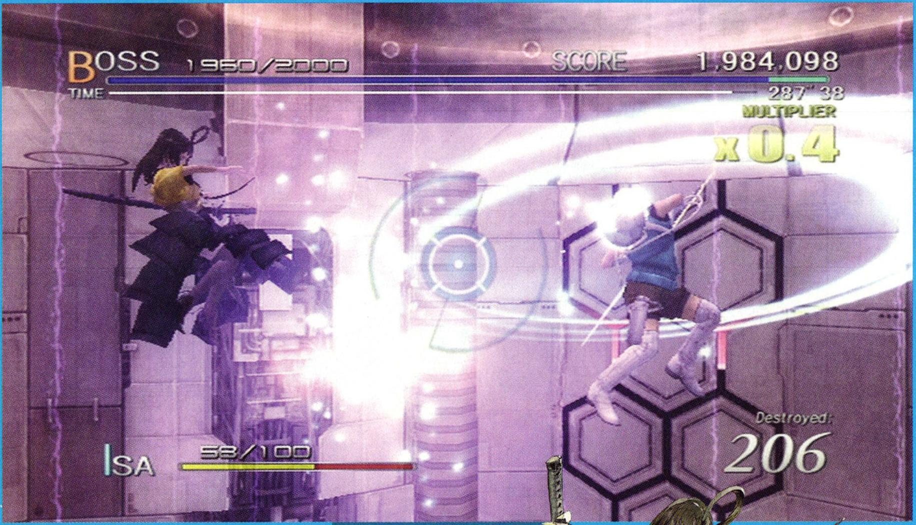
Wii



Hey! Ditch the girl and I'll let you take me on a date. That is...

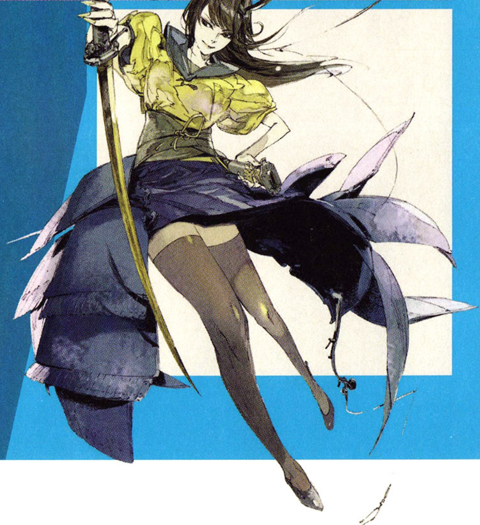


if you're able to defeat me first!


BOSS
1960/2000
SCORE
1,984,098
TIME
287"38
MULTIPLIER
x0.4
ISA
58/100
Destroyed:
206

GETTING SCHOOLED

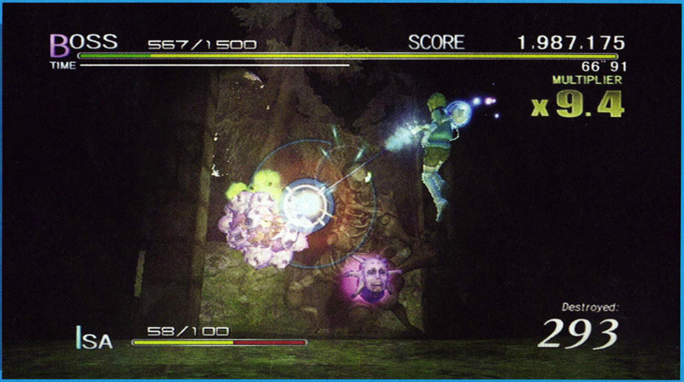
It's not all grotesque monsters in Sin and Punishment: Star Successor—there's also what appears to be a Japanese schoolgirl at the end of the third stage. (It should be noted that this level, which takes place in a floating air fortress, is mostly side-scrolling, unlike the rest of the game.) This boss, Hibaru Yaju, tells Isa that she'll go out on a date with him...but only if he gets rid of Kachi first. Loyal to Kachi for some yet-to-be-revealed reason, Isa declines Hibaru's offer, leading to a sword duel.

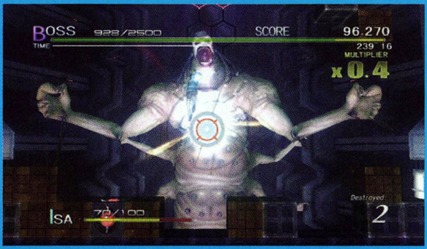


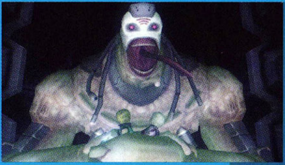
6

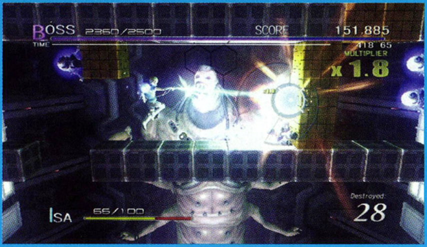
BOOMSHAKALAKA!

While most of the game takes place in futuristic environments, stage four is set in a dark forest. Fortunately, you have a flashlight attached to your pistol, so you can get some idea of what monsters you're facing. One is the Skull Keeper, who is basically a giant skeleton. But then the creature does something unexpected: he starts dribbling a ball made of ghostly heads. To attack you, the Skull Keeper chucks the ball at you and sics the heads on you. He's kind of a jerk.


BOSS 567/1500
SCORE 1.987.175
TIME
66"91
MULTIPLIER
x9.4
ISA 58/100
Destroyed:
293


BOSS 928/2500
SCORE 96.270
TIME
239 16
MULTIPLIER
x0.4
ISA 70/100
Destroyed:
2

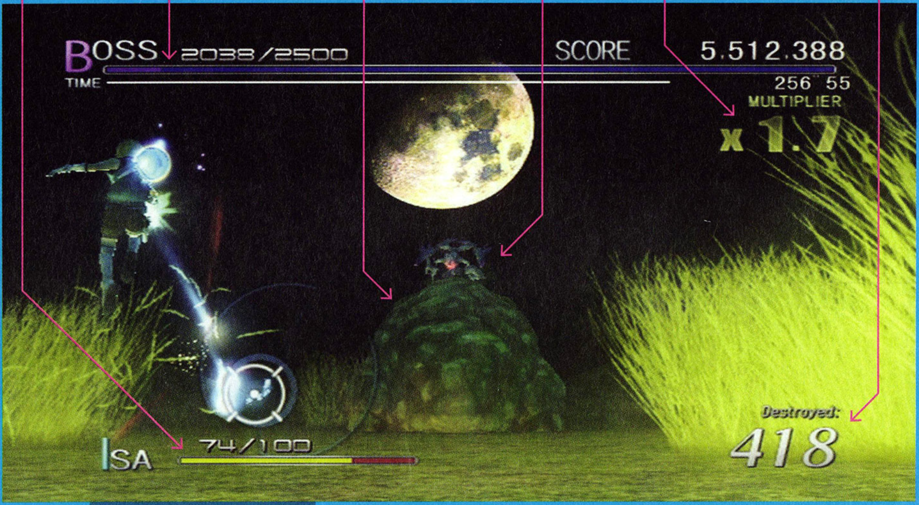



BOSS 2360/2500
SCORE 151.885
TIME
418 65
MULTIPLIER
x1.8
ISA 66/100
Destroyed:
28

5

BLOCK PARTY

There are boss battles aplenty in this game, but you don't often get one right after another. Immediately following the fight with sword-swinging schoolgirl Hibaru Yaju, Isa and Kachi are attacked by the Horror Keeper, who was awoken by the noise from your conflict. Before you can fight this multiarmed monster, you have to navigate your way through a maze of blocks and baddies. (Apparently, the Horror Keeper has a fondness for blocks; he sends blocks—including explosive ones—raining down on you throughout the battle.)


BOSS 2038/2500
TIME
SCORE 5.512.388
256 55
MULTIPLIER
x 1.7
Destroyed:
418
ISA 74/100

Pay attention to your health bar (though the game has many well-placed checkpoints).

Like all bosses, the Ninja Keeper has a lot of health. Fortunately, hurting his toady hurts the Ninja Keeper as well.

This rock will rise up and reveal itself as a huge toad.

The Ninja Keeper is small, fast, and annoying.

As you keep shooting things, your score multiplier increases. If you get hit, however, it will decrease.

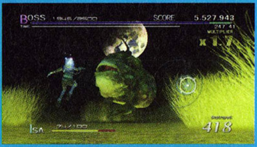
The game tallies the number of enemies you've defeated. Both this number and your score reset if you die.

4

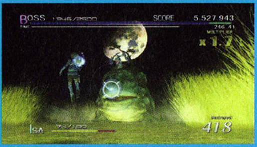
MORE THAN MEETS THE EYE

In Sin and Punishment: Star Successor, things aren't always what they seem. Take the battle with the small and agile Ninja Keeper, for instance. After you've worn him down, you think he's taking a breather on the rock in the middle of the screen. Unfortunately for you, that rock is actually a giant toadlike monster.

BOSS
SCORE 5.527.943
MULTIPLIER
x 1.7
ISA
418


BOSS
SCORE 5.527.943
MULTIPLIER
x 1.7
ISA
418

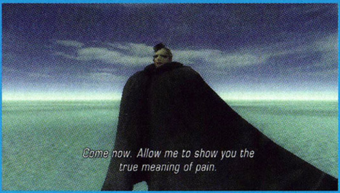
BOSS 1562/2500
SCORE 5.593.272
230 00
MULTIPLIER
ISA 74/100
Destroyed:
418

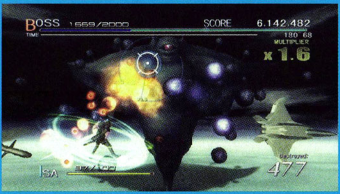

BOSS
SCORE 5.527.943
MULTIPLIER
x 1.7
ISA
418

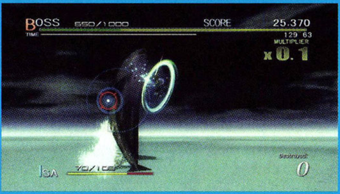
3

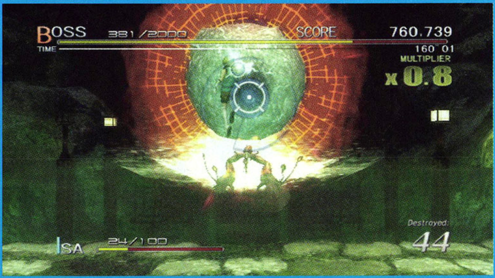
FLIPPER FRENZY

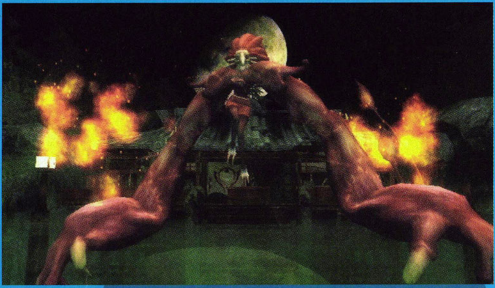
After fighting their way through an enemy-laden underwater tunnel (which is less like the Chunnel from England to France than it is like the Moses-parted Red Sea), Isa and Kachi are greeted by Armon Ritter, a man wearing a black cloak and a comically tiny black hat. Ritter explains that Isa must fulfill his mission of eliminating Kachi, but Isa would rather fight Ritter instead. It turns out that Ritter is a shapeshifter, growing larger then transforming into gargantuan monsters. Once you defeat two of Ritter's forms, he enters the final stage, wherein he morphs into five dolphinlike creatures. You might think this would be a good thing since dolphins are friendly. You would be wrong.


Come now. Allow me to show you the
true meaning of pain.


BOSS 1569/2000
SCORE 6.142.482
TIME
180 68
MULTIPLIER
x 1.6
ISA 37/100
Destroyed:
477


BOSS 650/1000
SCORE 25.370
TIME
129 63
MULTIPLIER
x 0.1
ISA 70/100
Destroyed:
0

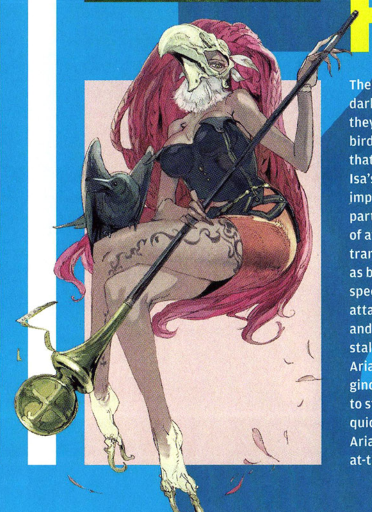

BOSS 381/2000
SCORE 760.739
TIME
160 01
MULTIPLIER
x 0.8
ISA 24/100
Destroyed:
44



SCORE 0
x 1.0
ISA 100/100
0

2

ROCK FIGHT



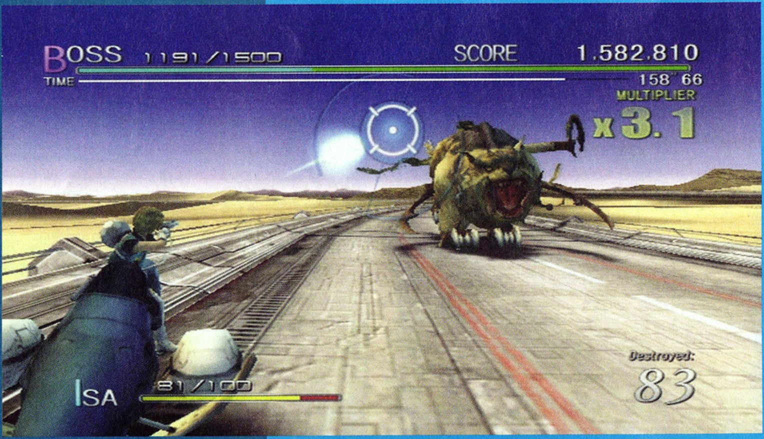
The heroes fight their way through the dark forest and into a temple where they come across Ariana Shami, a bird-controlling witch. She reveals that this entire level was actually in Isa's head. Of course, that's not the important part; no, the important part is defeating her. She has an array of attacks: she deploys birds that transform into pillars of flame, as well as birds that can slow you down or speed you up; later in the battle, she attacks you with her massive arms and tries to crush you with enormous stalactites. If you weaken her enough, Ariana gets desperate and summons a ginormous moonlike boulder. You have to strike it with your melee attacks quickly, sending it straight back to Ariana. It's a very satisfying end to an at-times-very-challenging duel.

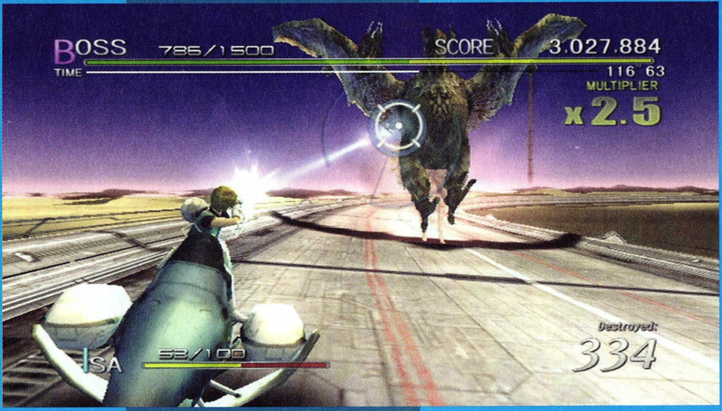
1

Our favorite surprise doesn't happen until the fifth stage, but it's worth the wait.

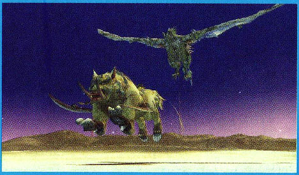
LETHAL COMBO

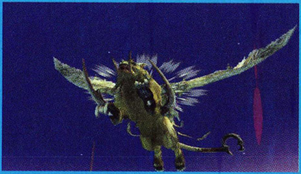
Isa and Kachi have commandeered rides—he a hoverbike, she an "alien donkey"—and are traveling down a highway when suddenly a massive Sabrehook Keeper appears.

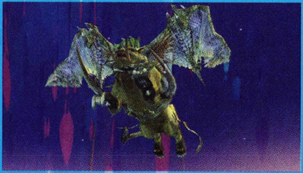

BOSS 1191/1500
SCORE 1.582.810
TIME
158"66
MULTIPLIER
x3.1
Destroyed:
83
ISA 81/100


BOSS 786/1500
SCORE 3.027.884
TIME
116"63
MULTIPLIER
x2.5
Destroyed:
334
ISA 53/100

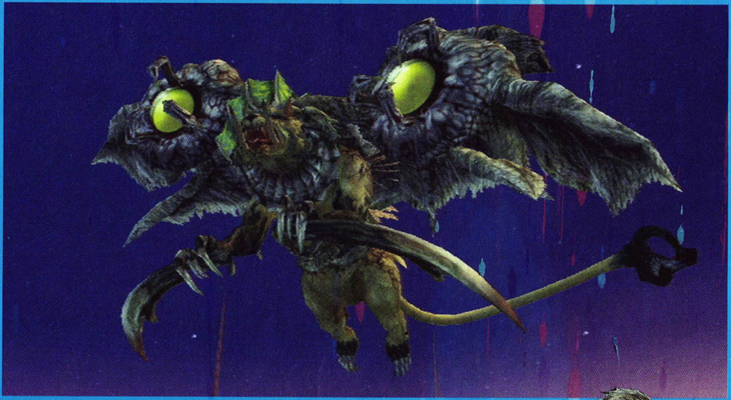
Once you've damaged it enough, the Sabrehook Keeper retreats, allowing Isa and Kachi to continue their journey, shooting the many enemies on the road. Then a Vulture Keeper flies onto scene, and yet another battle ensues.

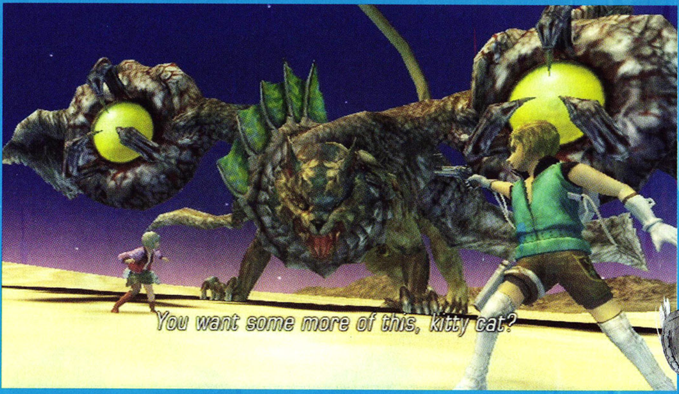




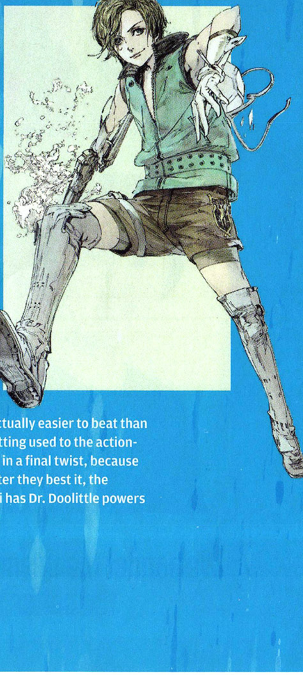


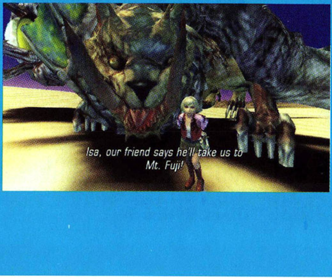
The Vulture Keeper, too, runs off once defeated. (You know you're going to regret not being able to finish them off.) The heroes make good progress toward Mt. Fuji when they are attacked once again—this time by the Sabrehook and Vulture Keepers together. But they're not just going to work side-by-side; they actually fuse together into the Gryphon Keeper!





You want some more of this, kitty cat?

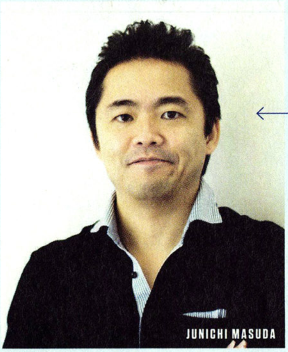


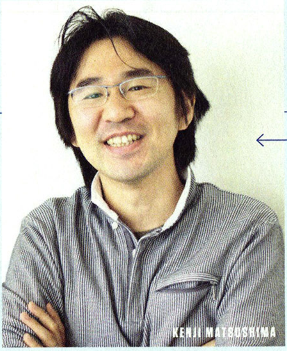


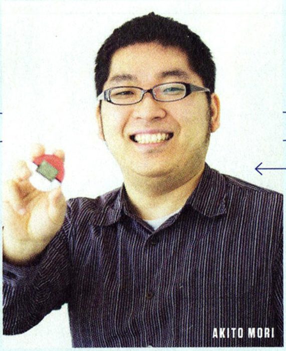
Isa, our friend says he'll take us to Mt. Fuji!

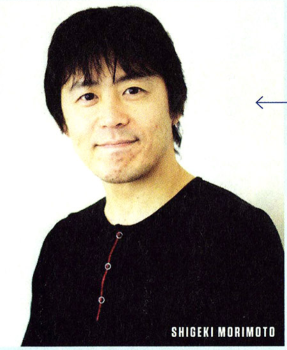
The Gryphon Keeper is tough, but not unbeatable. (It's actually easier to beat than many of the previous bosses, but perhaps that was us getting used to the action-packed tempo of the game after playing for a while.) And in a final twist, because the Gryphon Keeper respects Isa and Kachi's strength after they best it, the monster offers them a ride to Mt. Fuji. (Apparently, Kachi has Dr. Doolittle powers in addition to her shooting and hoverboarding prowess.)

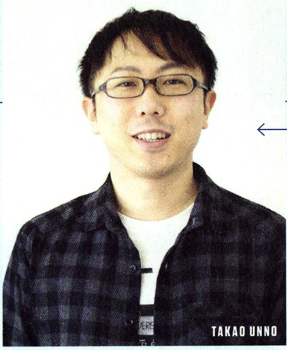
DEVELOPERS' HEART and SOUL

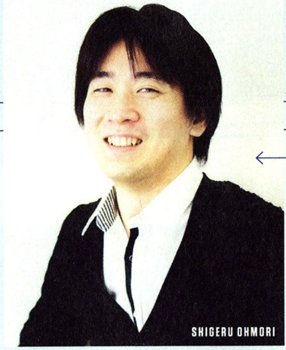

JUNICHI MASUDA


KENJI MATSUSHIMA


AKITO MORI


SHIGEKI MORIMOTO


TAKAO UNNO


SHIGERU OHMORI

We ponder the unending popularity of Pokémon with six of the core creators behind the series's latest—and some would say greatest—adventures.

Creating a game as ambitious as a new Pokémon title is a total team effort, which is why, when we sought a quick post-release chat about Pokémon HeartGold and SoulSilver Versions, a sextet of the game's key contributors answered the call. Each of these men had a major influence on the recent re-imaginings of the Game Boy Color's classic twin titles, and had plenty to say about the challenges of making great games even better and about the incredible legacy the Pokémon series has built so far.

JUNICHI MASUDA

PRODUCER • GAME FREAK, inc.

Junichi Masuda has been involved with the Pokémon brand since the development of the first Pokémon video games. He is responsible for a broad array of work, including game design, music composition, script writing, and programming.

KENJI MATSUSHIMA

PLANNER • GAME FREAK, inc.

Kenji Matsushima focuses on game design, scenario development, and the positioning of Pokémon and Trainers in the game.

AKITO MORI

PROGRAMMING LEAD • GAME FREAK, inc.

Akito Mori worked as the programming lead for Pokémon HeartGold and SoulSilver Versions, and was in charge of the Pokéwalker screen design. He has worked on the communication programs in Pokémon games beginning with Pokémon Ruby and Sapphire, such as the Union Room and the Pokémon GTS for Pokémon Diamond and Pearl Versions.

SHIGEKI MORIMOTO

DIRECTOR • GAME FREAK, inc.

Shigeki Morimoto has been engaged in GAME FREAK game development from the beginning. He has played a variety of roles in the development of Pokémon video games, such as director, game designer, programmer, and character designer.

TAKAO UNNO

ART DIRECTOR • GAME FREAK, inc.

Takao Unno served as art director for Pokémon HeartGold and SoulSilver Versions. Previously he has been involved in graphic design as well as the designs of many Pokémon characters.

SHIGERU OHMORI

PLANNER • GAME FREAK, inc.

Shigeru Ohmori is a planner who is responsible for game design. For Pokémon HeartGold and SoulSilver Versions, he worked on the overall game as well as Pokéwalker game design.

NINTENDO POWER: When creating reimagined versions of classic games like Pokémon HeartGold and SoulSilver Versions, is it a challenge to add new features without distracting from what made the original versions so beloved?

SHIGEKI MORIMOTO: For new games, more work is done creating new Pokémon and rules. The remakes already have basic rules; therefore, it is difficult to take it to the next level without breaking the image of the original.

TAKAO UNNO: For the remakes, the base of the game already exists. The first job is to reconstruct the game for the new hardware. Because of the technological advancements in the hardware, ... [it is] possible to create a game that has more detail than before. Yet, at the same time, it is very important to design the game with great care—we need to make sure that we are not tearing down the world that Gold and Silver players experienced when they first saw it....

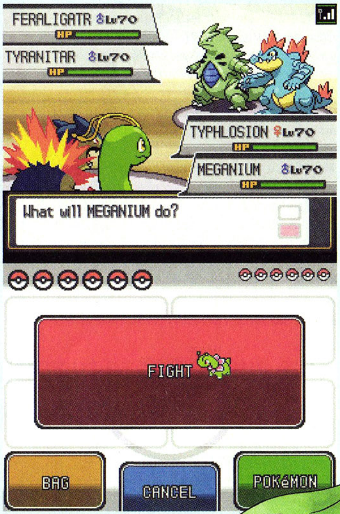
SHIGERU OHMORI: I do not think there is much difference, because I always work on projects with an eye to create something new. If I need to point out a difference, then it would be how to maintain the good memories about Gold and Silver while adding new gameplay. That is where I pay the most attention. For those who have played the original Gold and Silver, [the new versions are] nostalgic, and for those who never played, it's a new game.

AKITO MORI: The difference is whether there are players who have played the original or not. I think good memories amplify as time goes by, so even if we are able to perfectly rebuild the old game, players won't be satisfied. We tried to keep the impressive part of the original game and level up what we had in the latest game.

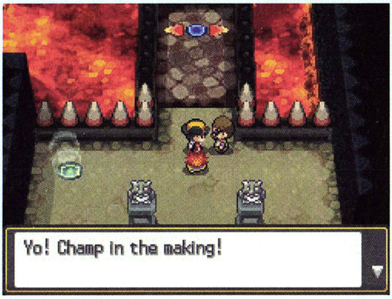
Do you have any other ideas for allowing gamers to extend their Pokémon experience into the real world à la the Pokéwalker accessory?

MORIMOTO: Yes, we have many ideas. I hope we can implement them in the future.

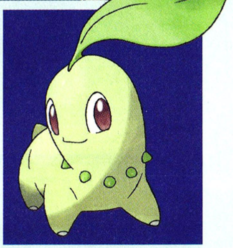
OHMORI: When we were developing the Pokéwalker, we discussed ideas about how we could connect the Pokémon world and our real world. There are some ideas that weren't realized in this game, but could be found in future games. It is our dream to further connect the Pokémon world and our real world, so we continue to come up with new ideas to help us achieve that goal.



What will MEGANIUM do?



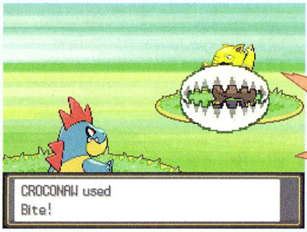
Yo! Champ in the making!



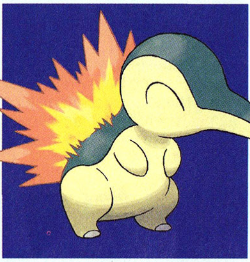
[Left] The latest Pokémon titles look better than ever.

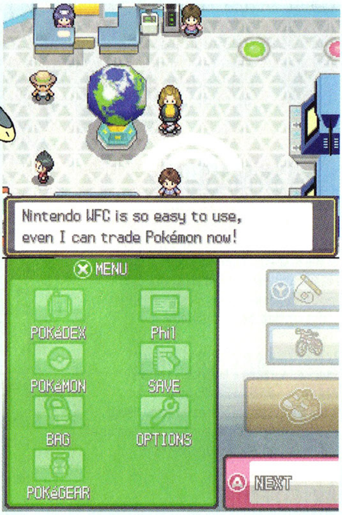
BY **CHRIS SLATE**

PUBLISHER: **NINTENDO** DEVELOPER: **GAME FREAK, inc.** RELEASED: **MARCH 2010** DS



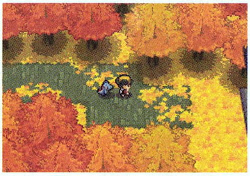
CROCONAW used
Bite!





Nintendo WFC is so easy to use,
even I can trade Pokémon now!

[Right] Nintendo WFC features have taken the community aspect of Pokémon to a whole new level.



MORI: A new technology called AR (augmented reality) is hot right now. It would be fun if we could spend time with our Pokémon in the screen!

Mr. Morimoto, as someone who has been a part of the Pokémon phenomenon from the start, how do you feel that the series has evolved in the nearly 15 years since it began?

MORIMOTO: Over the years Pokémon games have evolved with the new technologies available at the time. This is seen with the change to a color screen and now with the new wireless functionality and touch screen found on the Nintendo DS.

What do you feel it is about Pokémon that makes it continue to be so popular after all this time?

MORIMOTO: We always add new gameplay, so each time the game evolves. I am confident that all the people engaged with the Pokémon brand, including The Pokémon Company, are making great efforts to ensure it is a long-running franchise.

OHMORI: We challenge ourselves to create new gameplay every time we develop a new Pokémon game. I believe the players receive such efforts very well. I would like to keep challenging ourselves to determine how we can add new elements like wireless and Wi-Fi communication, as well as things like the Pokéwalker....

KENJI MATSUSHIMA: I believe it is because we keep challenging ourselves without changing the core. The core for a Pokémon game is collecting, trading, and battling. For HeartGold and SoulSilver, it was the Pokéathlon and Pokéwalker.

MORI: I think it's because the game is attractive to not only boys and girls, but also adults.

Think about this: young gamers who got into the Pokémon series when it debuted are now graduating college. Do you have anything special to say to these now-adult fans?

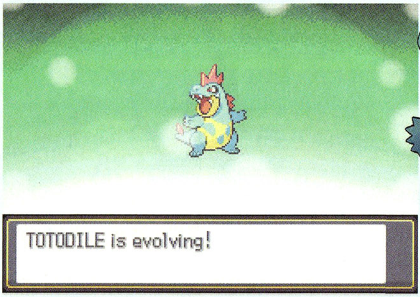
MORI: I would be happy if they could touch and play the reborn HeartGold and SoulSilver, and at the same time, hope they remember the day they played [the original] Gold and Silver.

MORIMOTO: Pokémon games are not created for children only. I am confident that even adults can enjoy it. Pokémon games have evolved so much. I guarantee it will be fun to play.

OHMORI: I was a student when I played Gold and Silver. It was interesting to work on a game that fascinated me 10 years ago. I wish for everyone to have the chance to find something that fascinates them at a young age so they can carry that passion into their adult life.

JUNICHI MASUDA: I would like them to enjoy HeartGold and SoulSilver, experience the new gameplay, all while having the good feelings they did when they played the original. I compare it to wanting to eat a meal you loved when you were little, but in a new, updated preparation. I also recommend this game to those who have never played Pokemon games. I think you will enjoy it a lot. Just pick it up and play!

> "IT IS OUR DREAM TO FURTHER CONNECT THE POKÉMON WORLD AND OUR REAL WORLD..."

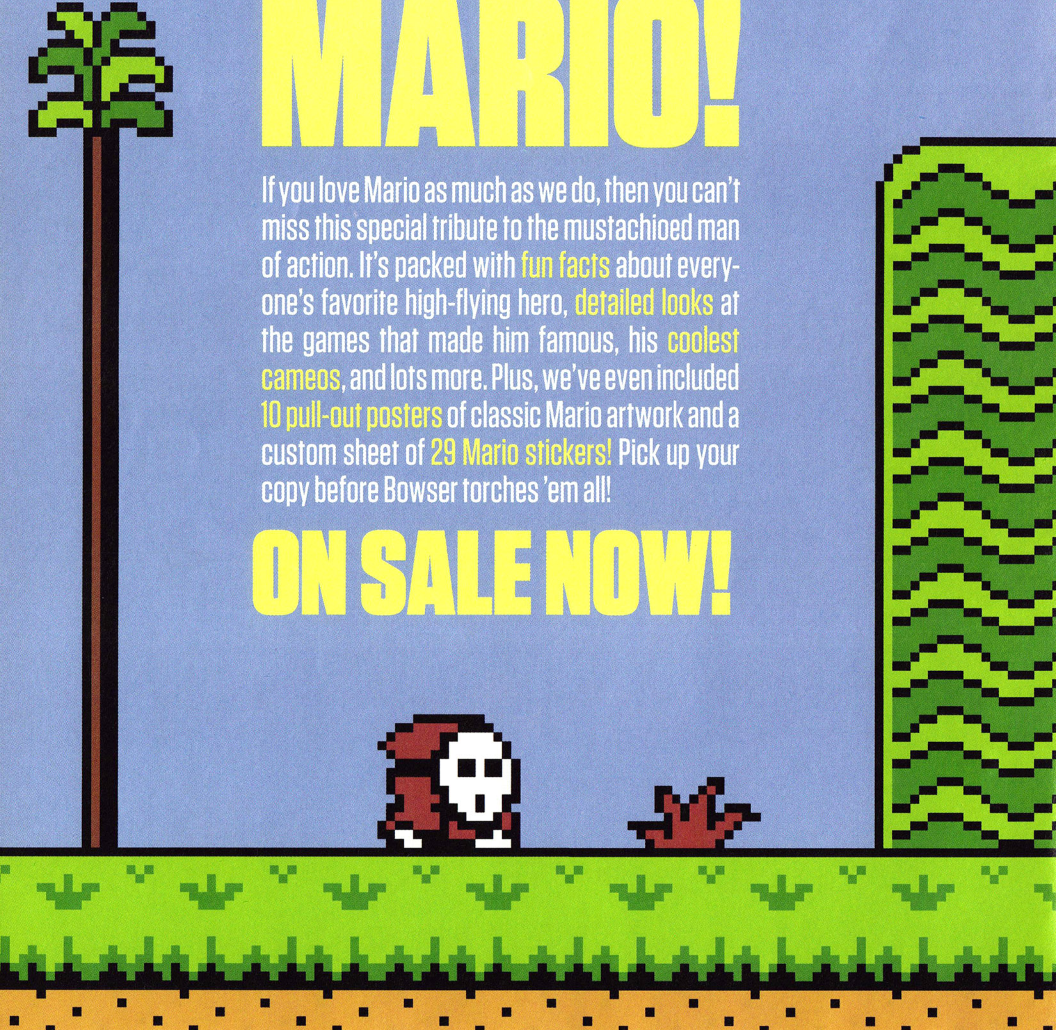


TOTODILE is evolving!

[Above] From color graphics to touch controls, the Pokémon series—like the Pokémon themselves—continues to evolve.

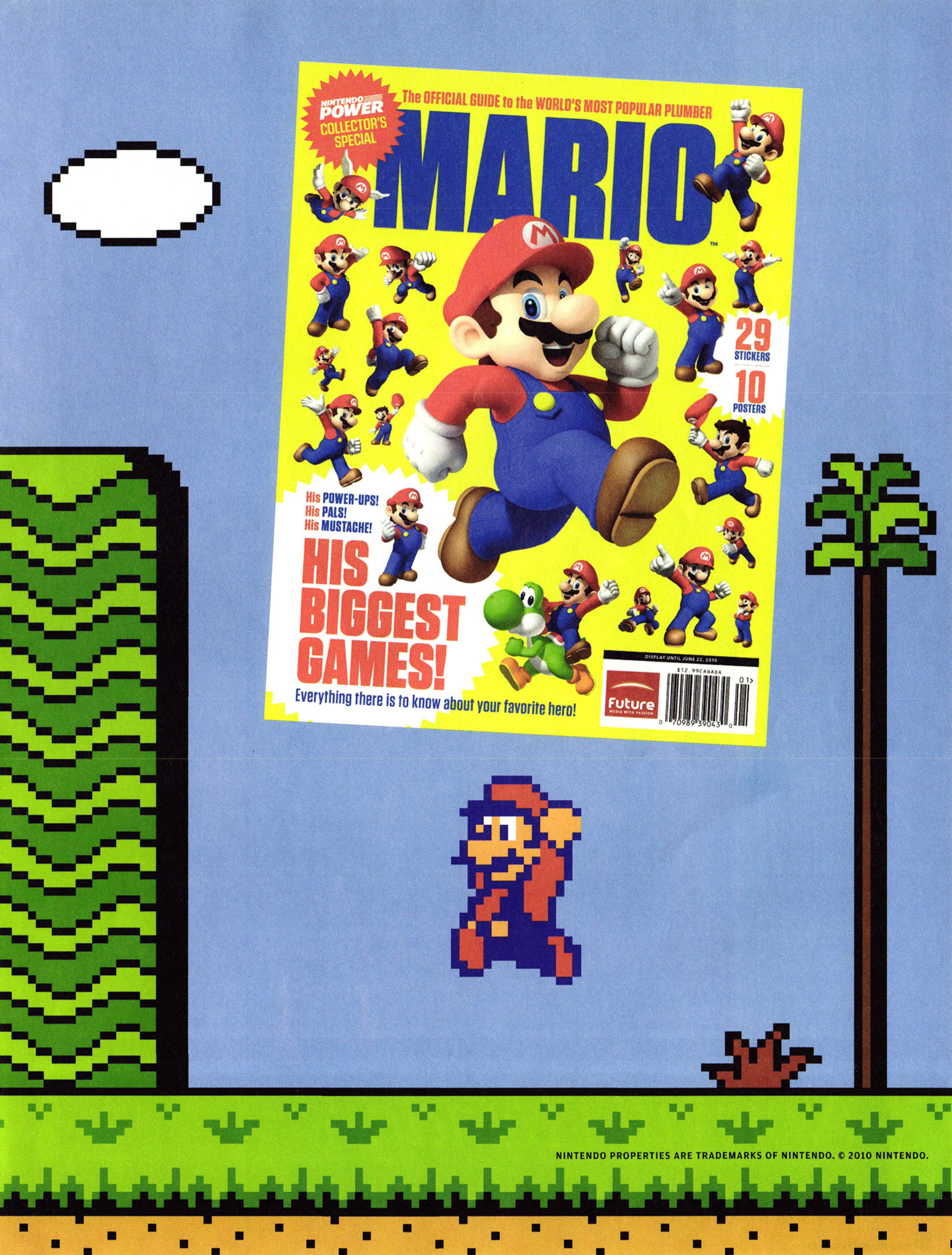
NINTENDO POWER PRESENTS

The OFFICIAL GUIDE TO MARIO!



If you love Mario as much as we do, then you can't miss this special tribute to the mustachioed man of action. It's packed with fun facts about everyone's favorite high-flying hero, detailed looks at the games that made him famous, his coolest cameos, and lots more. Plus, we've even included 10 pull-out posters of classic Mario artwork and a custom sheet of 29 Mario stickers! Pick up your copy before Bowser torches 'em all!

ON SALE NOW!



NINTENDO POWER COLLECTOR'S SPECIAL

The OFFICIAL GUIDE to the WORLD'S MOST POPULAR PLUMBER

MARIO™

29 STICKERS

10 POSTERS

His POWER-UPS!
His PALS!
His MUSTACHE!

HIS BIGGEST GAMES!

Everything there is to know about your favorite hero!

DISPLAY UNTIL JUNE 22, 2010

$12.99CANADA

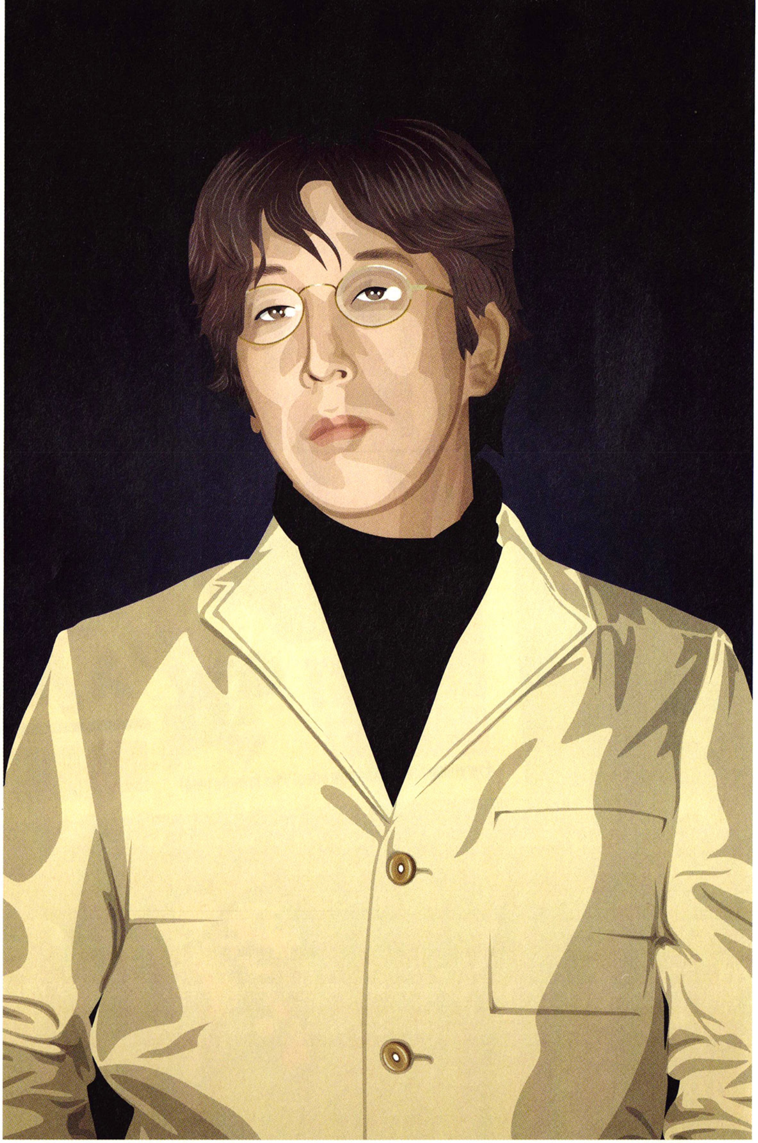
Future MEDIA WITH PASSION

0 70989 39043 0 01>

NINTENDO PROPERTIES ARE TRADEMARKS OF NINTENDO. © 2010 NINTENDO.

40

Power Profiles



DATE OF BIRTH
April 28, 1964

BIRTHPLACE
Nagano, Japan
(Matsumoto City)

POSITION
Composer, Twofive Inc.

BEST KNOWN FOR
Creating the soundtracks for Lunar, Grandia, and some of the Ace Attorney games; creating excellent orchestral arrangements of game music

FAVORITE FOOD
Cream stew

CURRENT PROJECTS
A secret title to be revealed at the 2010 Tokyo Game Show

Noriyuki Iwadare

ILLUSTRATION BY CHRISTINA EMPEDOCLES

Noriyuki Iwadare might not be a household name, but gamers who are familiar with his work consider him to be one of the finest musicians in the video game industry. A game-music composer for 20 years, Iwadare rose to prominence with the acclaimed Lunar RPGs for the Sega CD before going on to create musical masterpieces for Japanese titles such as Grandia and Langrisser. More recently, he's been one of the composers for Capcom's Ace Attorney series. Iwadare is also known for creating exciting new arrangements of game tunes for concerts and music CDs; he even contributed three arranged tracks to Super Smash Bros. Brawl. Iwadare has taken part in numerous nongame endeavors, too—one of the most notable being creating music for Tokyo Disney Resort.

NINTENDO POWER
How did you first become involved with the video game business?
NORIYUKI IWADARE
It was through a friend. Before that I was playing the keyboard in a band but my friend said, "How about writing something different? I know these different ways of recording music," and it sounded interesting, so I started to shift more toward video games as a musical outlet. I "went with the flow," so to speak. It was my friend's advice that made me pursue music as a job, so I guess you can say instead of relying on luck, I relied on him.

When you were a kid, what did you want to be when you grew up?
Since my uncle was a secretary for a member of the Diet (Japanese parliament), I used to say, "I'm going to be the prime minister!" However, when you're a kid you have so many different dreams. There were so many things I liked, such as baseball, kendo, special effects, animation, manga, and many more interests that I wanted to pursue.

Where did your interest in music come from?
I started going to a piano school when I was four, but I really just enjoyed carrying the prestigious special piano-school bag while going to the school, so I really didn't learn much there. I didn't have much interest in music until the end of elementary school. My teacher, Mr. Eisuke Takano, got me heavily involved in music. In his home room we all sang together, at lunch break we'd do a recorder ensemble, and after school there was brass-band practice, so it was pretty much music throughout the day, everyday. We even went on a camp for the recital. I learned so much from him beyond what they teach you in school.

What are some of your favorite musical artists, and what do you consider your musical influences?
When I was in junior high I started to pay more attention to the music I heard on the radio. There wasn't a specific type of genre that I'd listen to, so I recorded all the songs I'd hear, such as Billy Joel, Boston, Cheap Trick, The Carpenters, Japanese folk songs, black spiritual chorus, etc. I'd listen to them over and over back then (in the '80s), which I think became the base of my music.

I then really started to take music seriously in the '90s, when I'd listen to Michael Jackson, Prince, Madonna, Cyndi Lauper, and new Japanese music, which also influenced me. For classical music I listened to conductor Wilhelm Furtwängler as well as a lot of Beethoven, Brahms, and Tchaikovsky.

It seems like you were one of the most prolific composers on Sega CD and the early days of CD-ROM titles. Was there something about the transition from cartridge to CD that really spurred your involvement in the games industry?
I used to always prefer to have streaming music [off a CD] rather than using the internal sound source for more ideal and perfect music. It's fun to create music using the internal sound source from time to time, but from a standpoint of creating music there's restrictions on what you can do, which makes it difficult. One of the ways to resolve the problem was to move to a larger-capacity CD-ROM. Due to this the volume of music increased, each song became longer, and though the workload became a lot more than before [laughs], it was a field in which each creator could express what they really had in mind.

You've had a fairly rare opportunity with the Lunar series: being able to revisit a game numerous times and change and evolve the music. What was it like to have that chance?
I usually don't listen to my old work. The reason is because I just hear the lack of skill or equipment I had at the time. I was truly honored to be able to have the chance to revisit my old work and to evolve it. The project was very exciting because I was able to reconfirm what my thoughts were 10 years ago. Especially for Lunar: Silver Star Harmony [the latest remake of Lunar] since this time I was able to create the exact music that I had in my mind.

A lot of Lunar fans have been waiting a long time for a part 3. Do you think that has any chance of happening, and is it something you'd like to be involved with?
Of course! I love the world view that Lunar has, and more than anything it's one of the titles that's very dear to me. I would love to be part of that project.

Your soundtrack to Grandia is one of our favorites. What were your inspirations for the music of that game?
For creating the theme song the team showed me this image of overcoming the boundaries of the world. They said, "We would like a song that matches this image." I think I was able to create the first song in three days. I created the piece

> *"... this time I was able to create the exact music that I had in my mind."*

GAMEOGRAPHY

Iwadare is best known for his work on Japanese RPGs such as Lunar: The Silver Star (which has been remade several times on various systems). Many of his game soundtracks have been released on CD, either in original or arranged form.

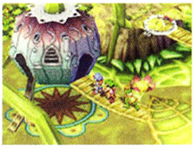
SCORE
STAGE

AFTER BURNER II
1990, SEGA GENESIS
COMPOSER

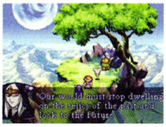
LUNAR: THE SILVER STAR
1993, SEGA CD
COMPOSER

WHY ARE YOU STARING AT ME LIKE THAT, HIRO?

LUNAR: ETERNAL BLUE
1995, SEGA CD
COMPOSER

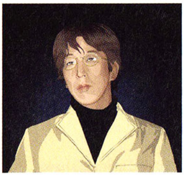


GRANDIA
1999, PLAYSTATION
COMPOSER


Our world must stop dwelling on the relics of the past and look to the future

LUNAR: SILVER STAR STORY COMPLETE
1999, PLAYSTATION
COMPOSER

Power Profiles



thinking of vastness, the exciting feeling of going on an adventure, strong will, etc., and I used those feelings throughout the title. For each city the key theme was "going around the world." It was an exciting time for me creating that music.

What approach did you take for arranging the tracks (from Yoshi's Island, Kirby Super Star, and Fire Emblem Gaiden) in Super Smash Bros. Brawl?
I actually play this series, so I already knew what direction I wanted to take the music in. I concentrated on keeping the original tone but to have it be suited to an exciting battle situation. For Yoshi's Island the song wasn't well suited as a battle theme, so I emphasized the tempo more. For Kirby and Fire Emblem I concentrated on the fast-paced feeling to make them exciting.

What was it like working on Ace Attorney, given that it's an established series that already had a set musical style?
This was very difficult. Since each composer has their own feel and music format, to keep that style while making new music was something I wasn't used to, so I had a lot of trouble creating the songs. I was able to get some guidance from the composer of Ace Attorney 2, and I realized that rather than *adding* sounds, the key to Ace Attorney is actually *removing* sounds. Somehow I was able to pull it off.

It seems like you really enjoyed working on the Ace Attorney concerts. What about them was special to you?
This project started after we created the orchestral version of the game music for a CD. I was talking with the game creator Takumi-san (Shu Takumi) and we said, "I guess our next step is to do a full concert." Since I was being offered to fulfill my dream [of conducting a live orchestra], I happily accepted and immediately started on the project. The work was tough but it was very fulfilling, and I'm grateful to all the staff that was involved in the project.

Which soundtrack that you've worked on is your favorite?
All of the soundtracks I made hold special memories to me, but if I had to choose...it would probably be Grandia. I'll never forget the feeling that I had when I used a full orchestra at a recording for the first time. Of course, the time I created the orchestra-arranged version for all the songs in the Ace Attorney concert on April 25, 2008, as well as conducting that very concert, is a very fond memory of mine, as well.

> *"I'll never forget the feeling that I had when I used a full orchestra at a recording for the first time."*

What are some of your favorite projects you've worked on outside games?
All the projects I've been involved in outside of games were all very exciting and fun, especially for Tokyo Disney Resort, as I'm always up to a new challenge and I've been composing a lot lately. There's a show called Super Duck Parade where Donald Duck goes wild, which I had a wonderful time working on. I heard that it holds the record for the highest attendance so far. There is also a CD album I created with Ms. Kaori Kawasumi called *Ingmar—for the Beginning*.

How have things changed in the video game industry since you started?
As for the music, the standard has become higher and the overall quality has improved. The graphics have become beautiful and the systems are becoming more advanced, too.

What aspect of the creative process do you enjoy the most?
When I complete a song. Until I finish, I always ask myself, "Why did I take on this job?" and I regret it; but when I'm done, I admire my amazing work and blow my own horn. [Laughs]

When you're stumped by a particularly difficult problem when composing a soundtrack, what's your process for working through it?
Just keep on composing. When I can't come up with any ideas for a soundtrack, I continue thinking about it even in my sleep, and there are times when I wake up with fresh ideas. Just continue thinking about it, and no matter how little, keep composing—I believe that new inspirations will come to you during the process.

What other games or game creators do you most admire or respect, and why?
They are all amazing creators, as are their works, so I can't choose any specific ones, but I respect works/creators that are unafraid to try something new. [I've recently been playing] Ace Attorney Investigations: Miles Edgeworth. It's frustrating that I can't move ahead even though I know what's going to happen! [Laughs]

Whose works in other forms of media, such as film or literature, do you most admire or enjoy?
As with games, there are truly too many wonderful works to choose from. Hmm, I saw *Avatar* recently, which made me see what the future holds. I got motion-sick though. [Laughs]

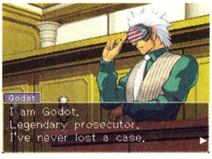
What is your favorite hobby or pastime?
When I'm stumped, I start cleaning. The thing is, I clean up just the corners of the room. Perhaps that is my hobby.

If you could have one superpower, what would it be?
Lay music sheet papers on the bedside, and compose masterpieces while sleeping!!

GAMEOGRAPHY

Yes,
Magic Emperor.

LUNAR LEGEND
2002, GAME BOY ADVANCE
COMPOSER



Godot
I am Godot.
Legendary prosecutor.
I've never lost a case.

PHOENIX WRIGHT: ACE ATTORNEY TRIALS AND TRIBULATIONS
2007, NINTENDO DS
COMPOSER

SUPER SMASH BROS. BRAWL
2008, Wii
MUSIC ARRANGEMENT

Portsman
You're right, my mistake.
I tend to get a little too
hot-headed sometimes.

ACE ATTORNEY INVESTIGATIONS: MILES EDGEWORTH
2010, NINTENDO DS
COMPOSER

SEE HOW COMICSBLIPS
BRINGS YOU THE LATEST
INSIDER NEWS AND RUMORS:
WWW.COMICSBLIPS.COM/DEMO

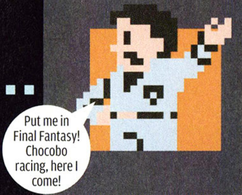
COMICS blips
WWW.COMICSBLIPS.COM

GET ON THE INSIDE
Immerse yourself in the personalities and back-stories behind your favorite characters.

DEEPER COMICS COVERAGE
Get one-stop access to the hottest stories from all the best comics sites, large & small.

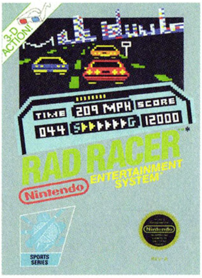
SHARE, CONNECT, DISCUSS
Expand your knowledge and make friends in a community of comics fanatics like you.

COMICSBLIPS.COM
COMMUNITY-DRIVEN INSIGHTS, NEWS AND RUMORS.

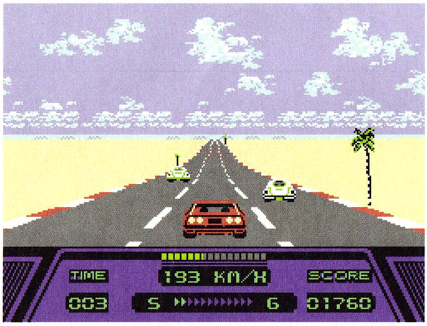

Put me in Final Fantasy! Chocobo racing, here I come!

Rad Racer

With a name like Rad Racer, it has to be good!



PLATFORM: **NES**
PUBLISHER: **NINTENDO**
DEVELOPER: **SQUARE**
RELEASE DATE: **OCTOBER 1987**
COVERED IN ISSUES: **1, 9, 13**
DIMENSIONS: **3**



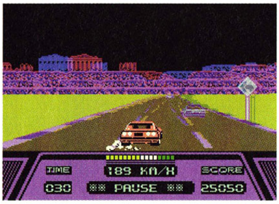
This is how Rad Racer looks without the optional 3-D effects. If you press Select on the controller, you can play in red-and-blue 3-D.

Everybody loves 3-D these days. 3-D televisions are showing up in stores. Avatar broke box-office records largely due to its eye-popping 3-D visuals, and more 3-D movies are announced every day. Even the next Nintendo handheld will incorporate 3-D graphical elements. But while 3-D entertainment is bigger and better than ever before, it isn't totally new. Case in point: Rad Racer, an NES racing title that could be viewed in 3-D via a pair of red-and-blue-lensed glasses that were included with the game. It wasn't as impressive as, say, Disney/Pixar's Up, but the nifty depth-of-field effects did enhance the onscreen action.

Another noteworthy aspect of Rad Racer is that it was developed by Square—the company currently known as Square Enix. Although Square is now synonymous with role-playing games, that wasn't always the case; this pre-Final Fantasy title provides a look at what the company was up to in its early days. Final Fantasy alums Hironobu Sakaguchi and Nobuo Uematsu even worked on Rad Racer as designer and composer, respectively. (Uematsu's music might have been the raddest part of Rad Racer.)

As for the game itself? It was pretty darn fun. Essentially the answer to Sega's Outrun (an arcade hit of the time), Rad Racer wasn't about competing against other drivers as much as it was about putting the pedal to the metal and trying to reach each course's finish line before time ran out. The action was fast and challenging as you sped through eight rally-style courses, which featured locales such as San Francisco, the Grand Canyon, Athens, and Los Angeles. As long as you turned smoothly and avoided the other vehicles, you'd have a good shot at victory; mess up, however, and you'd slide onto the shoulder, hit a tree, and flip through the air in an out-of-control crash before restarting your engine as if nothing had happened. You could select from two vehicles—the 328 Twin Turbo (obviously modeled after the Ferrari 328) or the F1 Machine (why you'd use an F1 car in cross-country rally races remains a mystery)—but, strangely enough, their abilities were virtually identical.

Though Rad Racer's gameplay and 3-D effects are primitive by today's standards, the title nonetheless stands out for its unusual history and features, and it remains one of the best racing games on the NES. —**CHRIS H.**



NOW THAT'S RAD

Back in the 1980s, if something was cooler than cool and more awesome than awesome, there was only one word for it: rad. Here are a few more of the (supposedly) raddest things in gaming.

The Adventures of Rad Gravity

Despite being named Rad Gravity, the hero of this intergalactic NES adventure was not particularly rad. He did, however, look a lot like Bruce Campbell.

Totally Rad

The only thing radder than rad is something that's totally rad. Unfortunately, this circus-themed NES platformer was pretty much the opposite of rad.

Rad Spencer

The hero of Capcom's Bionic Commando series wasn't named Rad at birth; his given name is Nathan. But you have to admit: it doesn't get much radder than swinging through the air via bionic arm.

HAVE A FAVORITE CLASSIC GAME YOU'D LIKE TO SEE REVISITED?
Send us your requests—we'll consider them for a future installment of Playback. **nintendopower@futureus.com**

REVIEWS

IN-DEPTH REVIEWS OF ALL THE LATEST GAMES

IN THIS SECTION

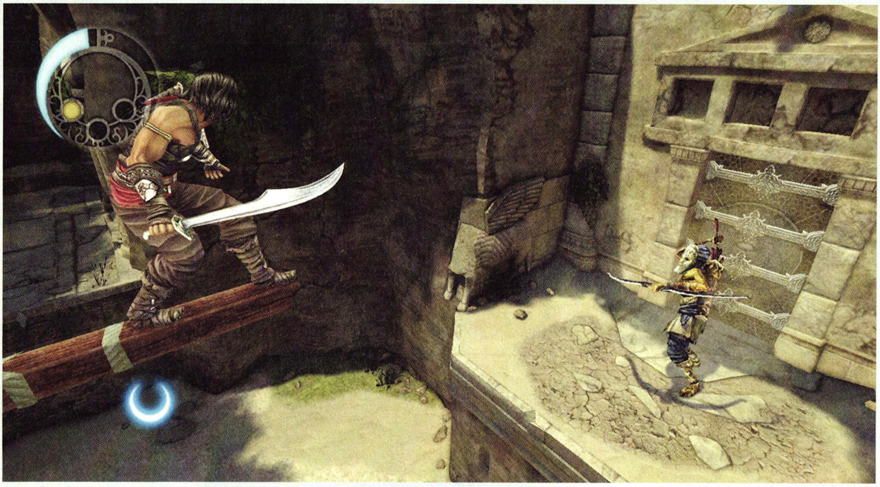
Wii REVIEWS

ALL STAR KARATE pg. 88
ATTACK OF THE MOVIES 3D pg. 88
PIRATES PLUNDARRR pg. 88
PRINCE OF PERSIA: THE FORGOTTEN SANDS pg. 84
SAM & MAX: BEYOND TIME AND SPACE pg. 87
TRAUMA TEAM pg. 86

DS REVIEWS

DEMENTIUM II pg.88
PICROSS 3D pg. 87

Is Prince of Persia's return worthy of its royal pedigree? Turn the page to find out!



Fit for a Prince

PRINCE OF PERSIA: THE FORGOTTEN SANDS

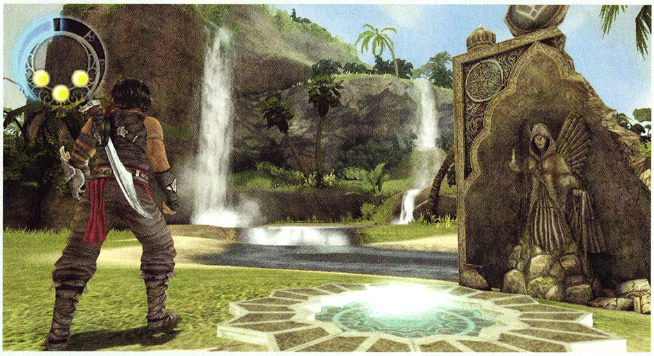
RATING: 8.0

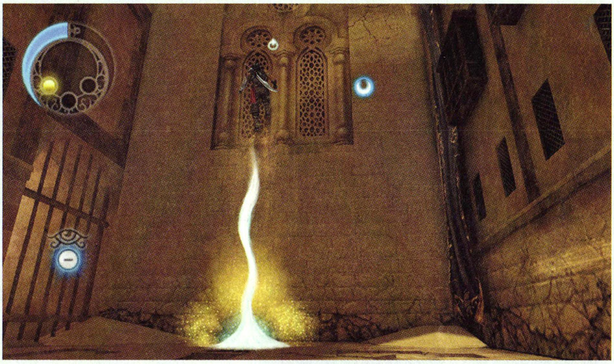
PLATFORM: **Wii**
PUBLISHER: **UBISOFT**
DEVELOPER: **UBISOFT QUEBEC**
ESRB: **TEEN**

It's hard to believe that it's been five years since the Sands of Time trilogy wrapped up with Prince of Persia: The Two Thrones for the GameCube (or three years if you count the Wii console port of that GameCube game, Prince of Persia: Rival Swords). After that, a new prince took center stage in 2008's Prince of Persia: The Fallen King for DS, and although that was a solid diversion (we gave it a 7.0), it lacked the charm that made the Sands of Time trilogy so memorable. But now the prince we all know and love is back in Prince of Persia: The Forgotten Sands, an interquel taking place between The Sands of Time and Warrior Within. This game finds the prince exploring the ancient kingdom of Izdihar with his new ally, a genie named Zahra.

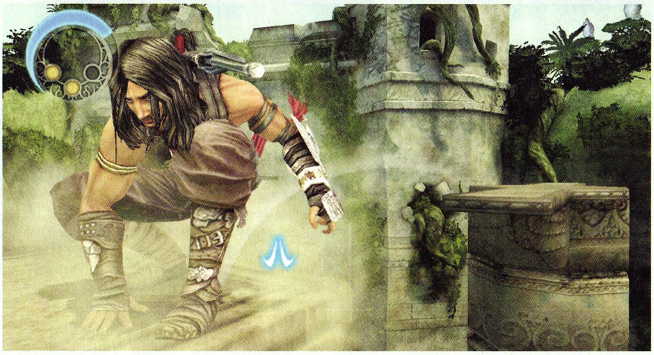
See, the prince found Zahra at a market, and he wished for a princess and his own kingdom. Granting his wish, the genie led him to Izdihar, which has been engulfed by Haoma (evil sentient plants, basically). Unfortunately, the prince's hubris exacerbates the problem, so he sets off to fight baddies and solve puzzles to rectify the situation. Doing this wouldn't be too difficult with the prince's time-controlling powers; alas, he must go without them. Instead, thanks to the powers Zahra granted him, the prince can create sand rings, pillars, and spheres to access seemingly unreachable areas.

This new gameplay feature makes this adventure feel a tad more free-form than the previous Prince of Persia games. Sure, The Forgotten Sands tells you where to go via camera positioning, but you can devise your own ways of getting there. (In the latter portion of the game, at least; the first chunk is as linear as the series's previous titles.) Additionally, creating your own navigation elements with the prince's new powers



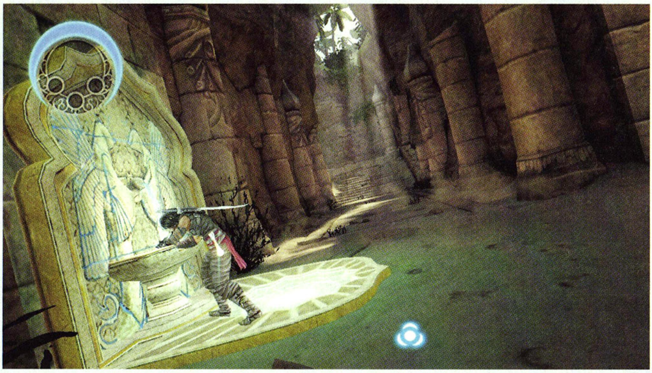


[Left] Prince, we somehow doubt you were granted those powers so you could peep through windows.



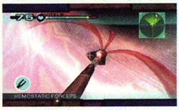
forces you to plan ahead a bit more when solving the many hazard-filled platforming-based puzzles. (Fortunately, another player can lend a hand by using his Wii Remote controller to slow down environmental threats.)

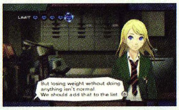
Ostensibly, your sand powers help make combat easier, too, though this isn't always the case. You can use your powers to freeze an enemy, but sometimes you'll hit a piece of the environment or an adversary that was standing near the one you targeted instead. (Whether this is an aiming or a context-sensitivity issue isn't clear.) This wouldn't be so bad if it weren't for the fact that it's often important to hit the right foe to get through battles quickly—if you can take out the highlighted leader, the rest of the enemies will flee—something I wanted to do as much as possible. As in the previous Prince of Persia titles, combat is the weakest part of the game. It requires some strategy, but it is ultimately repetitive and is hindered by a camera that doesn't always frame the action well, allowing enemies to get in some hits because you can't see them coming.

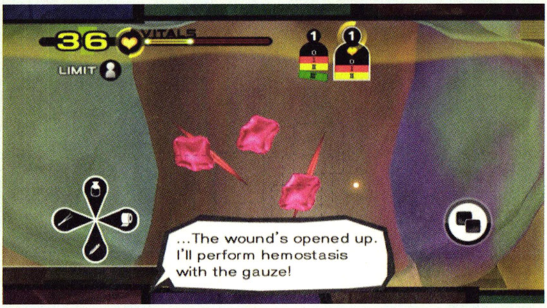


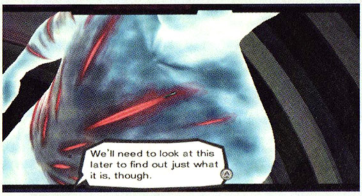
Despite its issues, however, Prince of Persia: The Forgotten Sands is an entertaining eight-hour adventure (not accounting for bonus content, which includes the Super NES version of the original Prince of Persia) that fits well as a side story to the Sands of Time trilogy. It doesn't quite feel like part of the main series—mostly due to the prince having different powers, and the lack of any real story connections with the other entries—but the developers did an admirable job of re-creating the overall feel of the previous titles while making a game that's great in its own right.

—JUSTIN C.




LIMIT
But losing weight without doing anything isn't normal. We should add that to the list.


36
VITALS
LIMIT
...The wound's opened up. I'll perform hemostasis with the gauze!


We'll need to look at this later to find out just what it is, though.

Positive Diagnosis

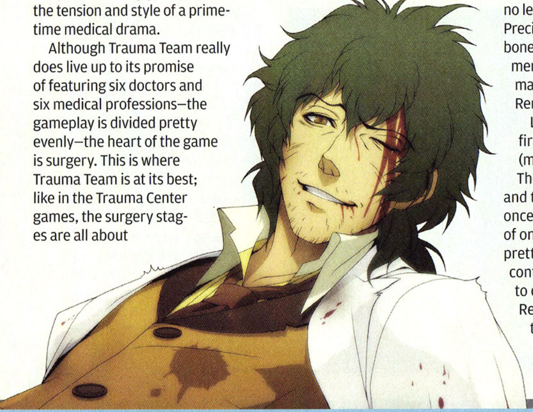
TRAUMA TEAM

RATING: 8.0

PLATFORM: Wii
PUBLISHER: ATLUS
DEVELOPER: ATLUS
ESRB: TEEN

When the folks at Atlus announced Trauma Team nearly a year ago, they did so with the promise of taking their successful Trauma Center titles (available on the Wii console and the Nintendo DS handheld) to the next level with more variety, more accessibility, more personality, and fewer wacky fantasy elements. I'm pleased to say they've delivered on all counts, and the final product is a game that combines unique life-saving gameplay with the tension and style of a prime-time medical drama.

Although Trauma Team really does live up to its promise of featuring six doctors and six medical professions—the gameplay is divided pretty evenly—the heart of the game is surgery. This is where Trauma Team is at its best; like in the Trauma Center games, the surgery stages are all about quick thinking, fast reflexes, and the use of eight surgical implements (scalpel, forceps, sutures, syringe, surgical laser, and more) to save patients' lives. The lack of a timer removes some of the intensity that was in Trauma Center, but it's still tremendously satisfying to engage in fast-paced, arcade-style action to excise tumors, suture wounds, and perform other medical procedures. (Thankfully, there are no operations that involve zapping viruses that look and act like alien invaders.) One annoyance, however, is having to switch to the ultrasound tool just to move the camera—surely that could have been assigned to the completely unused Control Pad instead.



The emergency-response segments are fulfilling, as well. Though the gameplay isn't as deep as surgery (you have fewer tools to work with), a faster pace and the fact that you often have to treat multiple patients simultaneously keep the action exciting. The developers have also done a great job differentiating emergency-response operations from surgery by adding different tools (such as tourniquets) and focusing more on cuts, burns, and other external wounds. On the other end of the pacing spectrum is orthopedic surgery, which provides a slow and methodical—but no less compelling—experience. Precision is key as you reshape bones, attach steel plates, hammer pins, and more, all of which make excellent use of the Wii Remote's motion controls.

Less successful are the first-person-view endoscopy (microscopic surgery) stages. They're certainly not bad, and they add variety, but once you've seen the inside of one intestinal tract, you've pretty much seen them all. The controls—which require you to constantly thrust the Wii Remote controller to move the endoscopy equipment through the patient—are also tiring, and the tools aren't as intuitive to use as those in other disciplines. The diagnosis sections could use some improvement, too. Though diagnosis is an essential part of the hospital-game experience, and diagnostician Gabriel Cunningham is easily the game's most entertaining character, these text-heavy sections contain a lot of medical jargon and tend to drag; sometimes you have to perform three lengthy diagnoses in a row.

The forensics/coroner stages, on the other hand, are a lot of fun. Admittedly, the point-and-click gameplay feels pretty far removed from the rest of the game—it takes quite a while before you even see any connection to the other characters' stories—but the innovative methods for acquiring and combining clues are appealing, and the mysteries will keep you on the edge of your seat.

Though the six types of gameplay vary in quality, what makes Trauma Team work so well is that the game is more than the sum of its parts. The sheer variety keeps things compelling, and the main characters' stories crisscross and overlap to weave an excellent narrative that unfolds through plentiful manga-style cut-scenes. After you've finished each individual arc, there's even an additional story that incorporates all six characters and their disciplines into an extensive finale.

In spite of its faults, Trauma Team is a great game that provides further proof of just how thrilling—and fun—saving lives can be. **—CHRIS H.**

WRITERS' BLOCK

WHICH FUTURE VIDEO GAME SCENARIO ARE YOU DISAPPOINTED HAS NOT COME TRUE?

JUSTIN CHENG

Because I'm too lazy to shave regularly, I was hoping I would have a robot like Cut Man to do it for me.

CHRIS HOFFMAN

I was really hoping to enlist in the Next-Generation Special Forces from Metal Gear Solid: The Twin Snakes. My codename would have been Agitator Moose.

NATHAN MEUNIER

It's a shame the year 200X never saw the rise of evil super robots. It'd be fun to see what kind of bosses would've been spawned, like Deficit Man, Childhood Obesity Man, and Unemployed Man.

RANDY NELSON

I think I would have made a great contestant on Smash T.V. Big money, big prizes—I really would have liked it.

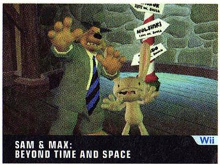
CHRIS SLATE

I really wish that Shinobi ninja Joe Musashi had taken care of Neo Zeed. Those punks are a real thorn in my side.

STEVE THOMASON

I know it's not a video game, but I'm most disappointed that the events of Transformers: The Movie didn't occur in 2005. I really wanted to punch Wheelie in the face.

SAM & MAX: BEYOND TIME AND SPACE



SAM & MAX: BEYOND TIME AND SPACE

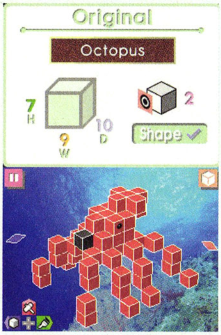
SAM & MAX: BEYOND TIME AND SPACE

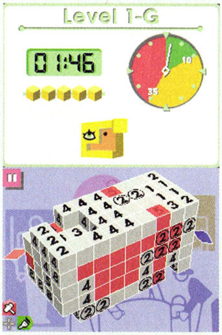
RATING: 8.0

PLATFORM: **WII**
PUBLISHER: **ATARI**
DEVELOPER: **TELLTALE GAMES**
ESRB: **TEEN**

Kicking off with a visit to the chilly, diabolical workshop of a crazed machine gun-toting Santa Claus and winding down with a confrontation with Satan in a sweltering cubicle farm in the depths of hell, Sam & Max: Beyond Time and Space ratchets up the zaniness from season one in almost every way. Season two of this clever episodic detective series is packed with giant killer robots that spout '80s tunes, raver zombies, *Star Trek* references, demonic entities, and nefarious mariachis.

Sam & Max's trademark twisted humor is back in great form, and the point-and-click-adventure format feels right at home on Wii. The overall creativity of the series's puzzles has improved, though it's still mostly a mix of creative item use and tackling goofy dialogue trees. Like any episodic game, some of the season's five short adventures are punchier and more entertaining than others, but the overarching plot here is well done. Between the many unexpected pop-culture references, the odd situations, and the ridiculous dialogue, there's a lot to laugh about. Even when the gameplay occasionally wears thin, the excellent characters and intense strangeness ultimately prevail. **—NATHAN M.**





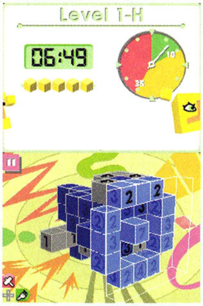
Chip Off the Old Block

PICROSS 3D

RATING: 7.5

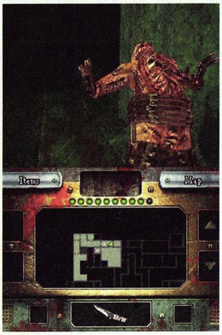
PLATFORM: **NINTENDO DS**
PUBLISHER: **NINTENDO**
DEVELOPER: **HAL LABORATORY**
ESRB: **EVERYONE**

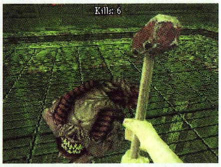
Picross 3D can be an extraordinarily satisfying puzzle game. It's fulfilling not only because you're chiseling away blocks from a boring old cluster to create recognizable objects (people, animals, food, furniture, etc.), but also because of how you have to cleverly interpret the limited numeric clues to figure out exactly which blocks to eliminate. The clues aren't always easy to comprehend—it can be pretty frustrating when you get stumped, although you can try to guess your way through—but when everything clicks it's very gratifying. Solving the puzzles can easily become an obsession (when I was done playing for the day, the puzzles even infiltrated my dreams), and there's no lack of content; with more than 300 puzzles across three difficulty settings (in addition to a tutorial mode with puzzles for beginners), plus the ability to create and share custom puzzles, you'll be playing for a long time.

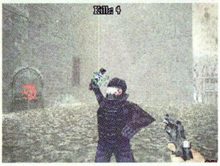


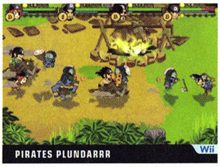
But there are some annoyances you'll have to put up with to get that satisfaction. Because you're dealing with three-dimensional objects, you'll spend a lot of time spinning them around to find the clues you need rather than just contemplating how to use the clues. You also have to use sliders to look at the interior blocks of objects. Not only does this slow the game's already methodical pace, but when you try to spin the object you'll often move a slider by accident; it's not a significant flaw, but it can get irritating, especially when you're hurriedly trying to finish a puzzle before time runs out. The result is that Picross 3D isn't quite as fun as 2007's 2-D Picross DS, but it's a very good puzzle game nonetheless.

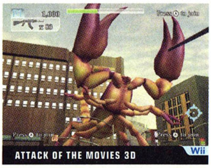
—CHRIS H.

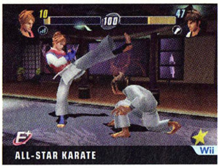


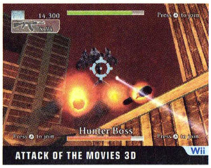





PIRATES PLUNDARRR


ATTACK OF THE MOVIES 3D


ALL-STAR KARATE



ATTACK OF THE MOVIES 3D

Fear of Small Spaces

DEMENTIUM II

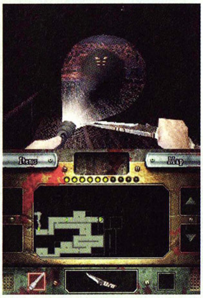
RATING: 8.0

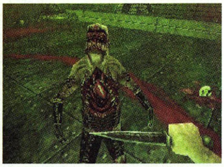
PLATFORM: **NINTENDO DS**
PUBLISHER: **SOUTHPEAK**
DEVELOPER: **RENEGADE KID**
ESRB: **MATURE**

The original Dementium remains one of the most terrifying horror games we've ever played—and all it needed were two small DS screens and a pair of headphones. Well, that and a well-paced mix of action and adventure crafted by developer Renegade Kid, which would go on to tackle sci-fi with Moon, also for DS. Now it has returned to the horror genre and has clearly pulled out all the stops for a game that's even scarier and more action-packed than the first.

Dementium II is set in a prison—in fact, you begin the game not knowing how you got there, only that reality seems to be changing randomly between ours and one filled with horrific creatures. This time around, your character can wield one- and two-handed melee weapons, letting you get up close and personal with the twisted creatures trying to kill you. Right off the bat (or pipe or axe) you'll find that many of them are bigger and faster than most horror games' usual lumbering enemies.

The very snappy frame rate keeps the action intense and the game's visual style would be hard to top in terms of looking creepy even when you're just standing still. Like the first game, this one sports an excellent soundtrack and equally great (and, again, scary) sound effects that are best enjoyed wearing headphones. Actually, don't even play it unless you have a pair. You're going to need a pair of a different kind—if you catch my drift—to make it all the way through this top-shelf chiller. —**RANDY N.**





PIRATES PLUNDARRR

RATING: 4.0

PLATFORM: **Wii**
PUBLISHER: **MAJESCO**
DEVELOPER: **BOOMZAP ENTERTAINMENT**
ESRB: **EVERYONE 10+**

Despite a suggested retail price of just $29.99, Pirates Plundarrr isn't much of a value. This four-player brawler lacks any sort of interesting hook, suffers from horrendous frame-rate issues, and sports some of the blandest backgrounds imaginable. The difficulty curve is also completely out of whack—you'll breeze through one level unscathed, then feel like you hit a brick wall the next. All the while, the same generic tune plays over and over again; not until you reach the final boss does the music change. Even if Talk Like a Pirate Day is the highlight of your year, there are far better ways to spend your booty. Thirty bucks could probably buy a pretty nice peg leg. —**STEVE T.**

ALL STAR KARATE

RATING: 7.0

PLATFORM: **Wii**
PUBLISHER: **THQ**
DEVELOPER: **THQ**
ESRB: **EVERYONE 10+**

Don't let the pastel presentation throw you off: All-Star Karate is a unique, lighthearted fighting game that all ages will get a lot of fun out of.

The real meat of the game is, as you'd expect, one-on-one sparring, either with your teacher or against various enemies—including the ever-popular ninja. All-Star Karate takes a unique approach to pulling off fighting moves: the Wii Remote and Nunchuk are moved in the directions shown onscreen within a time limit (like in a rhythm game) to perform preset combos. Sometimes you need to mirror your opponent's moves to counter, which introduces more challenge.

The whole thing's presented with a goofy story and features several fun minigames, such as using a sword to deflect ninja stars. —**RANDY N.**

ATTACK OF THE MOVIES 3D

RATING: 4.0

PLATFORM: **Wii**
PUBLISHER: **MAJESCO**
DEVELOPER: **PANIC BUTTON**
ESRB: **TEEN**

Given the popularity of recent 3-D films such as *Avatar* and *Alice in Wonderland,* it comes as no surprise that game developers would want to get in on the action. And so we have Attack of the Movies 3D, a lackluster 3-D light-gun shooter. Up to four players can strap on red-and-blue anaglyph glasses and be underwhelmed by the assaults from creatures such as robots, zombies, and giant insects. There are six environments to play through—ranging from under sea to outer space—but the levels are all pretty short (about 30 minutes to an hour at most for each scenario/movie) yet still repetitive (being limited to using only a handful of similar weapons doesn't help). —**JUSTIN C.**

NINTENDO POWER®

GET THE BEST AND MOST NINTENDO COVERAGE DELIVERED TO YOUR DOOR!

Wii
Punch-Out
NINTENDO POW
RESIDENT EVIL RETURNS TO Wii
NEW ZELDA! Drive a train and command enemies in The Legend of Zelda: Spirit Tracks for Nintendo DS!
NINTENDO POWER
MARIO & SONIC TOGETHER AGAIN!
The dynamic duo re-team for the Olympic Winter Games on Wii and DS
PUNCH-OUT!! BLOWOUT
WORLD EXCLUSIVE!
RED STEEL 2
FINALLY, wielding a sword in a Wii game feels as real as you'd always dreamed!
BOOM BLOX: BASH PARTY
FIRE EMBLEM SHADOW DRAGON
MARIO & LUIGI RPG 3
SHIN MEGAMI TENSEI: DEVIL SURVIVOR
SONIC AND THE BLACK KNIGHT
Future
DEFENDING THE TITLE
AGENTS of CHANGE
HOME SWEET HOME

Check out **NintendoPower.com** for a sneak peek at the latest issue!

You can also subscribe, renew or give a gift at the click of a button!

SUBSCRIBE NOW – 12 ISSUES FOR ONLY $19.95

THAT'S 72% SAVINGS!

visit **www.nintendopower.com/replynow**

Game trademarks and copyrights are properties of their respective owners. Nintendo properties are trademarks of Nintendo. © 2009 Nintendo.

REVIEWS ARCHIVE

THE COMPLETE LIST OF NINTENDO POWER REVIEWS FROM THE PAST YEAR

SCORES REFLECT INDIVIDUAL REVIEWERS' OPINIONS

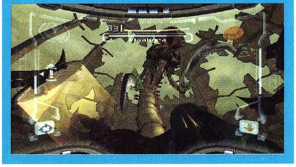
Wii

TITLE	SCORE	PUBLISHER	VOL.	ESRB
2010 FIFA World Cup South Africa	6.5	Electronic Arts	254	E
Academy of Champions: Soccer	6.5	Ubisoft	248	E
Astro Boy: The Video Game	7.5	D3Publisher	248	E10+
Avatar: The Game	5.0	Ubisoft	250	T
The Beatles: Rock Band	9.0	MTV Games	247	T
The Bigs 2	6.0	2K Sports	244	E10+
Boom Blox Bash Party	8.0	Electronic Arts	243	E
A Boy and His Blob	8.5	Majesco	247	E
Broken Sword: Shadow of the Templars–The Director's Cut	7.0	Ubisoft	241	T
Call of Duty: Modern Warfare: Reflex	9.0	Activision	249	M
Calling	5.0	Hudson	253	T
The Conduit	8.0	Sega	243	T
Cursed Mountain	7.0	Deep Silver	246	M
Dance Dance Revolution: Hottest Party 3	6.5	Konami	248	E10+
Data East Arcade Classics	6.5	Majesco	252	T
Dead Space Extraction	8.0	Electronic Arts	247	M
Destiny of Zorro	2.5	505	243	E10+
DiRT 2	4.5	Codemasters	247	E10+
DJ Hero	8.5	Activision	249	T
Don King Boxing	5.5	2K Sports	241	T
Dragon Ball: Revenge of King Piccolo	6.5	Namco Bandai	248	E10+
Drawn to Life: The Next Chapter	7.0	THQ	248	E
Endless Ocean: Blue World	7.5	Nintendo	252	E10+
Excitebots: Trick Racing	8.0	Nintendo	241	E
Family Fun Football	4.5	Tecmo	247	E
FIFA Soccer 10	6.0	Electronic Arts	248	E
Final Fantasy Crystal Chronicles: The Crystal Bearers	8.0	Square Enix	250	T
Fragile Dreams: Farewell Ruins of the Moon	5.5	XSEED	253	T
Ghostbusters: The Video Game	7.5	Atari	243	E10+
G.I. Joe: The Rise of Cobra	5.0	Electronic Arts	246	T
Grand Slam Tennis	7.5	Electronic Arts	243	E
Guilty Gear XX Accent Core Plus	7.5	Aksys	241	T
Guitar Hero 5	8.0	Activision	247	T
Harry Potter and the Half-Blood Prince	5.5	Electronic Arts	244	E10+
Harvest Moon: Animal Parade	7.5	Natsume	248	E
Help Wanted	4.5	Hudson	242	E10+
Indiana Jones and the Staff of Kings	7.5	LucasArts	243	T
Jambo! Safari	3.5	Sega	250	E
Ju-On: The Grudge	6.0	XSEED	247	M
Karaoke Revolution	6.0	Konami	248	T
Klonoa	9.0	Namco Bandai	241	E10+
LEGO Indiana Jones 2: The Adventure Continues	6.5	LucasArts	249	E10+
LEGO Rock Band	8.0	Warner Bros.	249	E10+
Let's Tap	7.0	Sega	243	E
Little King's Story	9.0	XSEED	244	T
Madden NFL 10	8.0	Electronic Arts	245	E
Major League Baseball 2K10	7.0	2K Sports	253	E
Major Minor's Majestic March	6.0	Majesco	241	E
Mario & Sonic at the Olympic Winter Games	7.0	Sega	247	E
Marvel Ultimate Alliance 2	5.5	Activision	248	T
Mini Ninjas	7.5	Eidos	247	E10+
Monster Hunter Tri	9.0	Capcom	254	T
The Munchables	7.0	Namco Bandai	243	E
Muramasa: The Demon Blade	8.0	Ignition	246	T
MySims Agents	7.0	Electronic Arts	247	E
Naruto Shippuden: Clash of Ninja Revolution 3	7.5	Tomy	249	T
NBA 2K10	6.0	2K Sports	247	E
Need for Speed Nitro	7.0	Electronic Arts	249	E10+
New Super Mario Bros. Wii	9.0	Nintendo	249	E
NHL 2K10	8.0	2K Sports	246	E10+
No More Heroes 2: Desperate Struggle	9.0	Ubisoft	252	M
Overlord: Dark Legend	7.0	Codemasters	244	T
Phantom Brave: We Meet Again	8.0	NIS America	243	T
Pinball Hall of Fame: The Gottlieb Collection	6.5	Crave	251	E
Pro Evolution Soccer 2010	8.0	Konami	250	E
Punch-Out!!	8.5	Nintendo	242	E10+
Rabbids Go Home	7.0	Ubisoft	249	E10+
Racquet Sports	6.5	Ubisoft	253	E
Red Steel 2	8.0	Ubisoft	254	T
Resident Evil: The Darkside Chronicles	8.0	Capcom	249	M
Sakura Wars: So Long, My Love	7.5	NIS America	253	T
Shaun White Snowboarding: World Stage	7.0	Ubisoft	249	E
Shiren the Wanderer	6.5	Atlus	252	T
Silent Hill: Shattered Memories	8.0	Konami	249	M
SimAnimals Africa	5.0	Electronic Arts	248	E
The Sky Crawlers: Innocent Aces	7.0	XSEED	250	T
Sonic & Sega All-Stars Racing	8.0	Sega	252	E
Spectrobes: Origins	5.5	Disney	246	E10+
Spore Hero	7.0	Electronic Arts	247	E10+
Spyborgs	7.5	Capcom	247	T
Star Wars The Clone Wars: Republic Heroes	5.0	LucasArts	249	T
Super Monkey Ball Step & Roll	5.5	Sega	252	E
Tatsunoko vs. Capcom: Ultimate All-Stars	9.0	Capcom	251	T
Teenage Mutant Ninja Turtles: Smash-Up	7.5	Ubisoft	247	E10+
Tiger Woods PGA Tour 10	9.0	Electronic Arts	243	E
Tornado Outbreak	6.5	Konami	247	E10+
Transformers: Revenge of the Fallen	5.5	Activision	245	T
Up	6.5	THQ	242	E
Valhalla Knights: Eldar Saga	4.0	XSEED	246	T
Virtua Tennis 2009	7.0	Sega	244	E
Wii Sports Resort	8.5	Nintendo	245	E
WWE SmackDown vs. Raw 2010	7.5	THQ	248	T
X-Men Origins: Wolverine	5.0	Activision	243	T

MORE ON:

METROID PRIME TRILOGY

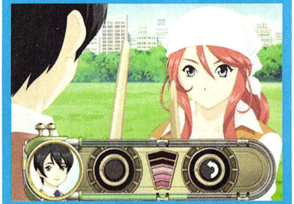
Working on this issue's Metroid timeline gave me the perfect excuse to revisit the Metroid Prime games in their Trilogy form. Though Prime 3 is relatively unchanged, Prime 1 and 2 really benefit from their new Wii controls, and their gameplay holds up remarkably well. The packaging is fantastic, too. This game is becoming hard to find, so if you've never played the Prime series, get this collection while you still can. —**CHRIS H.**



MORE ON:

SAKURA WARS: SO LONG, MY LOVE

Now that the game's finally out on store shelves, I'd like to take this time to urge any and all anime fans out there to at least check out Sakura Wars: So Long, My Love. Sure, it's not perfect, but it is engaging and refreshingly different than most other Wii titles. —**JUSTIN C.**



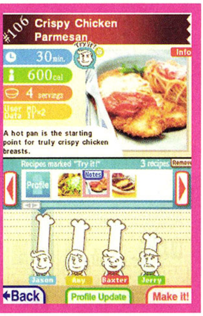
Nintendo DS

TITLE	SCORE	PUBLISHER	VOL.	ESRB
Ace Attorney Investigations: Miles Edgeworth	**8.0**	Capcom	252	T
Again	**7.0**	Tecmo Koei	253	T
Ant Nation	**2.0**	Konami	245	E
Assassin's Creed II: Discovery	**7.0**	Ubisoft	250	T
Atelier Annie: Alchemists of Sera Island	**8.0**	NIS America	248	E10+
Avatar: The Game	**5.0**	Ubisoft	250	E10+
Beat City	**8.5**	THQ	254	E
Bejeweled Twist	**8.5**	PopCap	251	E
Black Sigil: Blade of the Exiled	**5.0**	Graffiti	242	E
Bleach: The 3rd Phantom	**4.0**	Sega	246	T
Bookworm DS	**8.5**	PopCap	249	E
Cooking Mama 3: Shop & Chop	**6.0**	Majesco	248	E
C.O.P. The Recruit	**4.0**	Ubisoft	249	T
C.O.R.E.	**5.5**	Graffiti	242	M
Crime Scene	**5.0**	SouthPeak	253	M
The Dark Spire	**5.0**	Atlus	241	E10+
Dawn of Discovery	**8.5**	Ubisoft	244	E
Dawn of Heroes	**7.5**	Majesco	253	E10+
Deca Sports DS	**5.5**	Hudson	253	E
Dokapon Journey	**4.0**	Atlus	241	E10+
Dragon Ball Z: Attack of the Saiyans	**8.0**	Namco Bandai	248	E10+
Drawn to Life: The Next Chapter	**8.0**	THQ	248	E
Fighting Fantasy: The Warlock of Firetop Mountain	**4.0**	Aspyr	248	T
Fossil Fighters	**8.0**	Nintendo	246	E
G.I. Joe: The Rise of Cobra	**5.0**	Electronic Arts	245	E10+
Glory of Heracles	**7.0**	Nintendo	251	E10+
Grand Theft Auto: Chinatown Wars	**9.0**	Rockstar	241	M
Guitar Hero On Tour: Modern Hits	**7.0**	Activision	244	E10+
Harvest Moon: Frantic Farming	**8.0**	Natsume	243	E
Harvest Moon: Sunshine Islands	**7.0**	Natsume	248	E
Hero's Saga: Laevatein Tactics	**7.0**	Aksys	247	T
IL-2 Sturmovik: Birds of Prey	**4.0**	505	246	E10+
Infinite Space	**8.0**	Sega	253	T
Jake Hunter Detective Story: Memories of the Past	**6.0**	Aksys	242	T
Kingdom Hearts 358/2 Days	**9.0**	Square Enix	247	E10+
Knights in the Nightmare	**8.0**	Atlus	243	T
The Legend of Zelda: Spirit Tracks	**9.5**	Nintendo	250	E10+
The Legendary Starfy	**7.0**	Nintendo	243	E
LEGO Battles	**5.0**	Warner Bros.	243	E
LEGO Indiana Jones 2: The Adventure Continues	**5.0**	LucasArts	249	E10+
Magician's Quest: Mysterious Times	**7.5**	Konami	242	E10+
Mario & Luigi: Bowser's Inside Story	**9.5**	Nintendo	246	E
Mario & Sonic at the Olympic Winter Games	**8.0**	Sega	247	E
Mega Man Star Force 3: Red Joker/Black Ace	**6.0**	Capcom	244	E
Miami Law	**3.0**	Hudson	243	T
Might & Magic: Clash of Heroes	**8.5**	Ubisoft	247	E10+
Mini Ninjas	**6.0**	Eidos	247	E10+
Naruto Shippuden: Ninja Council 4	**5.0**	Tomy	243	E10+
Naruto Shippuden: Ninja Destiny 2	**7.0**	Tomy	247	T
Nostalgia	**7.0**	Ignition	248	E10+
Overlord Minions	**7.0**	Codemasters	244	E10+
Phantasy Star 0	**8.0**	Sega	248	E10+
Pokémon HeartGold Version	**9.5**	Nintendo	253	E
Pokémon Mystery Dungeon: Explorers of Sky	**8.0**	Nintendo	248	E
Pokémon Platinum Version	**9.0**	Nintendo	241	E
Pokémon SoulSilver Version	**9.5**	Nintendo	253	E
Professor Layton and the Diabolical Box	**8.0**	Nintendo	246	E10+
Rabbids Go Home	**7.0**	Ubisoft	249	E
Ragnarok DS	**5.0**	XSEED	252	E10+
Rhythm Heaven	**9.0**	Nintendo	241	E
Roogoo Attack	**4.0**	SouthPeak	243	E
Rooms: The Main Building	**7.0**	Hudson	253	E
Sands of Destruction	**7.0**	Sega	250	T
Scribblenauts	**9.0**	Warner Bros.	247	E10+
Shin Megami Tensei: Devil Survivor	**8.0**	Atlus	244	T
Shin Megami Tensei: Strange Journey	**8.0**	Atlus	253	M
Sonic & Sega All-Stars Racing	**6.0**	Sega	252	E
Sonic Classic Collection	**7.0**	Sega	253	E
Space Bust-A-Move	**7.0**	Taito	245	E
Space Invaders Extreme 2	**8.0**	Square Enix	248	E
Spore Hero Arena	**5.0**	Electronic Arts	247	E
Squishy Tank	**8.0**	Natsume	253	E
Star Wars Battlefront: Elite Squadron	**5.5**	LucasArts	249	E10+
Steal Princess	**6.0**	Atlus	241	E10+
Super Robot Taisen OG Saga: Endless Frontier	**7.0**	Atlus	241	T
Teenage Mutant Ninja Turtles: Arcade Attack	**4.5**	Ubisoft	248	E10+
Touch Mechanic	**5.0**	Aspyr	241	E
Transformers: Revenge of the Fallen	**7.0**	Activision	245	E10+
WarioWare D.I.Y.	**8.5**	Nintendo	253	E
WireWay	**6.5**	Konami	249	E
A Witch's Tale	**4.0**	NIS America	247	E10+
The Wizard of Oz: Beyond the Yellow Brick Road	**6.5**	XSEED	246	E
WWE SmackDown vs. Raw 2010	**7.0**	THQ	248	T

MORE ON:

AMERICA'S TEST KITCHEN: LET'S GET COOKING!

My cooking expertise has long been limited to hard-boiled eggs and toast, so I welcome anything that could help expand the menu when I'm eating at home. America's Test Kitchen offers a nice variety of recipes and takes you through them step by step with a very intuitive interface. —STEVE T.

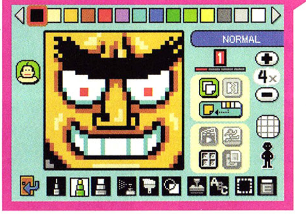


A hot pan is the starting point for truly crispy chicken breasts.

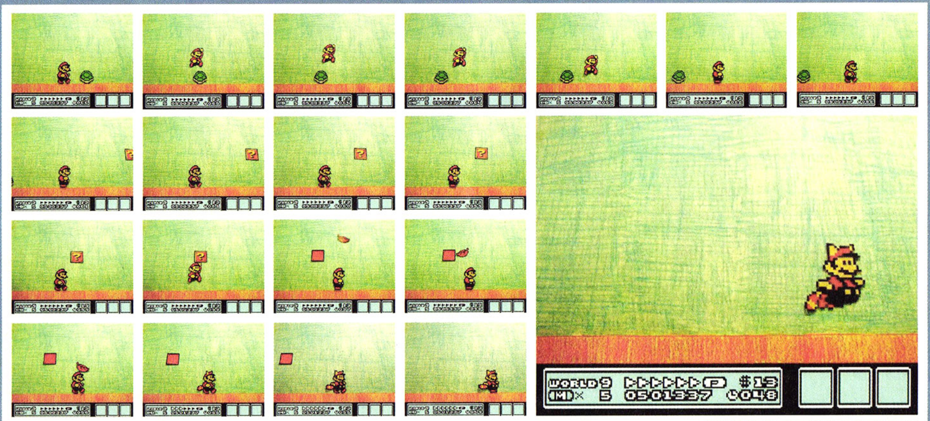
MORE ON:

WARIOWARE D.I.Y.

This game keeps on giving. When the goal is to come up with your own creations, the fun lasts for as long as your imagination can keep up. I do wish that I could extend the maximum time limit for a game—or remove it completely—but there's plenty of room to be creative despite such restrictions. —CHRIS S.



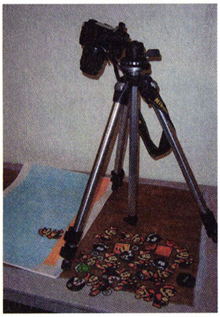
COMMUNITY



CLASS PROJECT

Paper Mario Bros. 3

How a reader re-created a classic with stop-motion animation



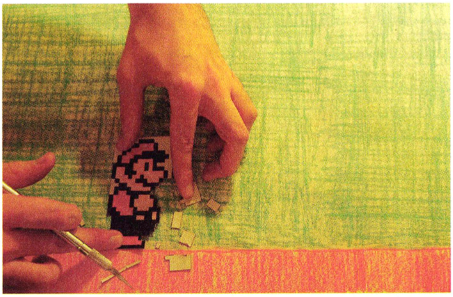
[Above] The studio looks simple, but the end product is impressive.

OUR GLOWING MEMORIES of Super Mario Bros. 3 for the NES mostly make us pine for the eight-bit glory days—or spur us to fire up the Virtual Console version. But those fond feelings prompted Nintendo Power subscriber Ryan Killiany, a senior at Boston College, to film a stop-motion video using colored pencils (and a whole lot of patience).

"I remember playing [the game] for countless hours as a kid, and I was always blown away by just how fun and deep a game it was," explains the 21-year-old studio-art major. "I know that countless others have a similar relationship to the game, so I wanted to not only create something for myself, but also something that people all over the world could relate to and enjoy."

Faced with an assignment for his Art & Alternative Media class, Killiany set to work on the video, initially spending weeks re-creating the characters and environmental pieces on graph paper and cardboard. The filming and production of the video took 36 long hours, as he had to painstakingly shoot hundreds of individual photos, then edit and arrange them on his computer while syncing them up to music from the game. "This was probably the most tedious part, as the final movie consisted of over 300 frames that needed to be edited," he admits.

Luckily, it was worth the trouble—Killiany aced his class on the strength of the video, which has since become a YouTube sensation, racking up nearly 250,000 views in just three months. His video even earned him an invitation to produce additional clips for a gaming-video website, and it appears he may tackle The Legend of Zelda next. "The top-down view could create some interesting challenges and rewards in a stop-motion animation," he remarks. "Plus, what's more classic than The Legend of Zelda?" —**ANDREW H.**



FANDOM

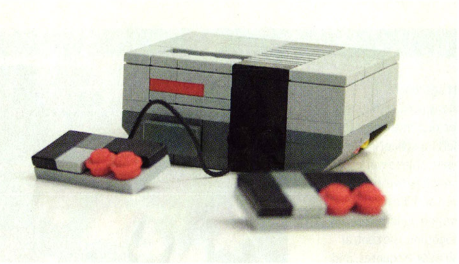
Ultraportable

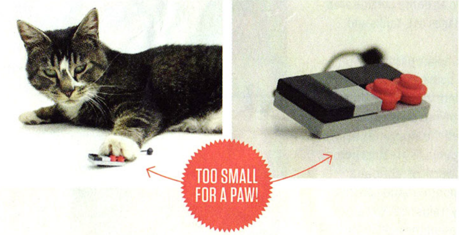
This tiny NES is all about the details.

WHEN IT COMES to inspired LEGO crafters paying blocky tribute to classic Nintendo systems and favorite game characters, we thought we'd seen it all. That is, until we stumbled across this amazingly tiny NES and controller set made by Micah Berkoff, 15, of Colorado.

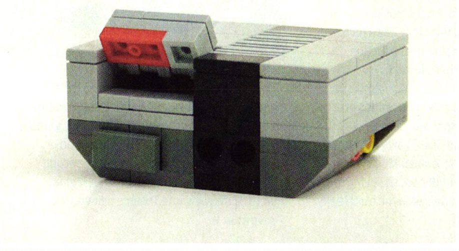
"I've developed a habit of seeing the world around me as though it were something that I could build out of LEGOs," says Berkoff, who regularly clocks between 20 and 30 hours each week building stuff out of LEGOs. He was struck with the idea to make a miniature NES while sitting in his room playing The Legend of Zelda.

This bite-sized console is two and a half inches wide and a little over an inch tall. It took about 83 bricks and 30 to 40 minutes to design and build, though about half of that time was spent digging up all the right pieces to use, Berkoff explains. Even when working with a limited scale, Berkoff really nails some key details that make his creations authentic—for instance, this model features two detachable controllers and a miniscule cartridge slot that actually opens. —**NATHAN M.**





TOO SMALL FOR A PAW!

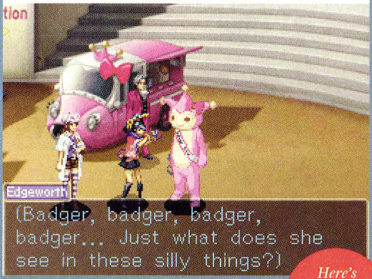


WRITE *your own* CAPTION

SCREEN TEST

SEND CAPTION TO **screentest@nintendopower.com**.

THIS MONTH'S SHOT



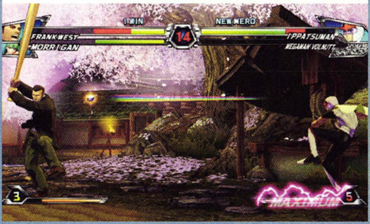
Edgeworth

(Badger, badger, badger, badger... Just what does she see in these silly things?)

Badgers? We don't need no stinkin' badgers!

Here's our caption. THINK YOU CAN DO BETTER?

VOLUME 253'S SHOT



"When I said, 'Swing, West!' I meant your name, not the direction!" —**FISHERSPOT**

"Tryouts for the new Mario baseball game took an ugly turn as an argument turned into a homicide." —**JUSTIN B.**

"Frank, just because you've got a Mega Buster doesn't mean you can take on Strike Man 6.0." —**DAVID F.**

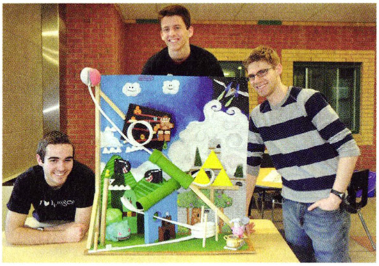
"Yes, I'm sure the flower looks pretty. But you need to keep your eye on the ball!" —**KARL FISCHER**

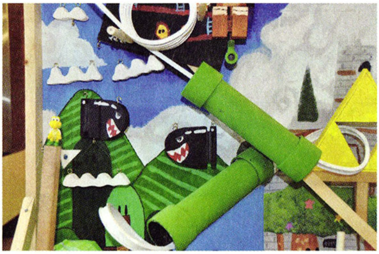
"I hope Frank plays Baseball as well as he can cover wars." —**KARL D.**

"Ippatsuman would stop at nothing to finally pitch the perfect game." —**MATTHEW S.**

ABOVE *and* BEYOND

Got art, cosplay, case mods, etc.? Send them to us via email to **community@nintendopower.com** or via snail mail to Nintendo Power/Community c/o Future US, 4000 Shoreline Court, STE 400, South San Francisco, CA 94080. We'll print the best stuff!





CLASS PROJECT

(Green) Pipe Dream

Rolling through a cavalcade of Nintendo memories

WE HOPE NINTENDO someday decides to open a theme park, but until then, we'll leave it to high-school physics students like Derek Woodard, Adam Macleod, and Bradley Bujaki to dream of the possibilities. The 17-year-old classmates from just outside Ottawa, Ontario, Canada were tasked with creating a working roller coaster using various household items, and the three longtime Nintendo fans opted to base their project on the company's most iconic games.

According to Woodard, the class had to work within some basic limitations—the roller-coaster track had to support a marble, the marble had to complete the journey in less than 45 seconds, and the structure could not exceed the provided dimensions—but otherwise, each team was free to pursue its own theme and approach. Following a week of intense teamwork (with occasional Super Smash Bros. Brawl breaks), the team unveiled the product you see here, which includes nods to Super Mario Bros., Donkey Kong, The Legend of Zelda, and Pokémon, among others. To top it off, the trio played familiar Nintendo theme songs on a nearby stereo during the presentation of their project.

We'd give the students an A+ if we were running the class, but they don't need our help—Woodard says the group "passed with flying colors," and now the creation is on display at the school. "On several occasions, I've walked by it and heard people talking about how amazing it is," asserts Woodard. No surprise there! **—ANDREW H.**

FANDOM

Mega Quilt!

There's nothing like the Blue Bomber to keep you warm at night.

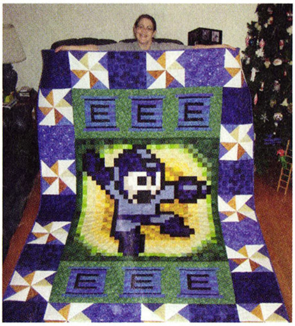
WHEN MICHAEL JAMES was accepted to DigiPen, the Redmond, Washington-based game-design college with close ties to Nintendo, his aunts Barb Kelter and Margaret James rewarded him with something very impressive: this homemade Mega Man quilt.

Following James's acceptance last spring, the sisters hatched the plan to make the quilt to mark the occasion, and wanted to spotlight the then-high school senior's favorite video game character, Mega Man. Although both aunts are gamers themselves (Animal Crossing is a mutual favorite), neither had played much of the Mega Man series. However, once they laid their eyes on images of the sprite-based icon, they knew a postage stamp-style quilt—in which loads of little squares are sewn together to create a larger image—would be the best approach.

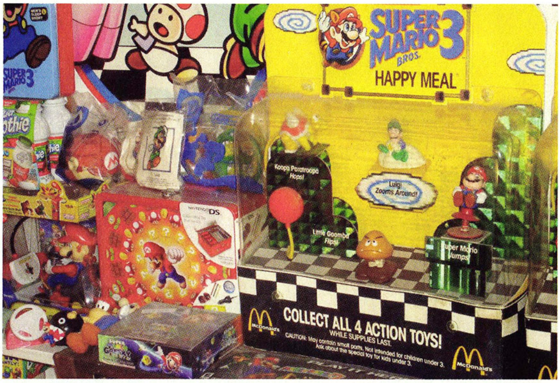
The two women began the project in June of 2009, with the intention of presenting it to their nephew before he left for school in the fall. However, the aunts were able to work on it together only on weekends (they live in different suburbs of Chicago, Illinois) and the patchwork process meant hundreds upon hundreds of tiny squares had to be sewn together. The central image of Mega Man required 960 squares, and in addition to that there's an entire outside area that features familiar images of E-Tanks and Yashichi power-ups.

Although the initial deadline passed, Kelter continued the laborious quilting process through the fall, hoping to complete the quilt by Christmas break. Following weeks of intense work in December, she completed the awesome blanket-based tribute to one of gaming's greatest heroes, having used about $150 worth of fabric and supplies during the six-month creation process. Winter storms and faulty trains tried to derail Margaret's voyage to present the quilt to Michael before he headed back to school, but Mega Man prevailed (as usual), and this story has a happy ending. Naturally, the freshman production-animation major was rather pleased.

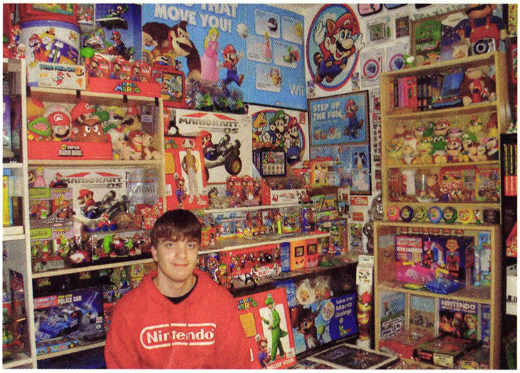
"I thought the quilt was absolutely fantastic," enthuses Michael. "I had only seen photos of it before, but finally getting to see it for myself was astounding. Everyone was in awe over how great the finished product looked. Mega Man has been a huge part of my childhood, so seeing the character lovingly immortalized in the quilt really meant a lot to me."



Now that the mega quilt is with its rightful owner, Kelter says another project has appeared on the horizon: her son Seth now wants a gaming quilt, and his favorite series is The Legend of Zelda. Kelter may go even further the second time around. She tells us, "I thought, 'Zelda, yeah, and maybe some Triforce pillows too!'"
—ANDREW H.



[Above] Not only does Kevin Martin have the Mario Happy Meal toys, but he has the case, too!



SUPER FANDOM

Super Bedroom, Bro!

Scope out one young man's museumlike Mario collection.

MANY LIFELONG GAMERS would cop to owning a few pieces of Nintendo-related memorabilia, but chances are your small shrine of goods cannot hope to compare to this museumlike collection of Mario items.

Assembled by Kevin Martin, an 18-year-old high-school student in Illinois, this stunning set of memorabilia includes nearly everything you can think of that's featured the world's favorite plumber—games, toys, candy, books, accessories, clothing, and even retail and fast-food promotional displays. Martin says he started the collection around 2000 when he picked up a Bowser action figure from Mario Kart 64, and he has gradually built it up to its current state.

"What really inspired me to start collecting is my love for the Mario universe and the hours of entertainment his games have provided me. Mario games offer such a great variety and are fun for all ages," explains Martin. "Also, I've always thought Mario himself was a really neat, friendly character."

While he's unsure of how much money has been spent on the collection over the years, its physical footprint is quite obvious—the memorabilia dominates his 13.5'x11' bedroom, leaving only space for his bed and a small path from the doorway. Even the closet is occupied with Mario paraphernalia, and the windows are completely obscured by shelves packed with collectibles.

Like a true collector, Martin is always seeking the next big prize. Topping his list of hopeful conquests is a two-foot-tall "Nintendo TV and game-storage cart" that has Mario's familiar mug on it. Asked if he sees an end in sight for his collection, Martin exclaims, "Not in a million years! I can't imagine not collecting Mario. I think I'll be doing it for the rest of my life." —**ANDREW H.**

NEXT MONTH

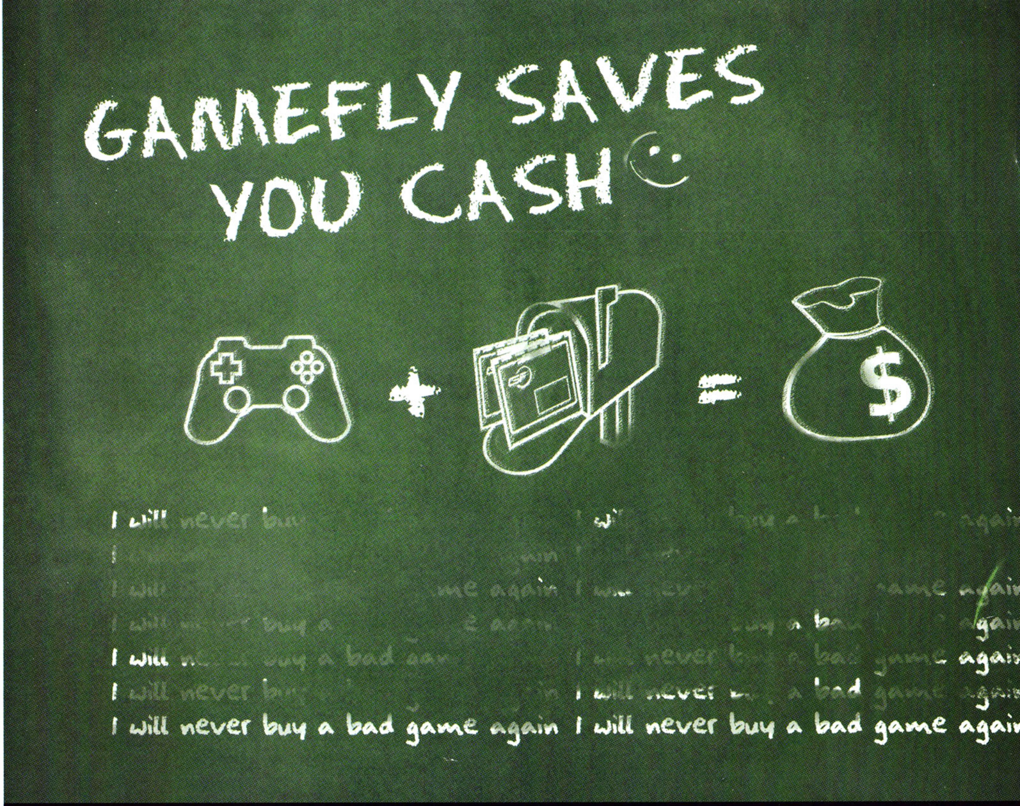
JULY 2010 · VOL. 255

Next issue's going to be a big one. In addition to an exclusive cover story on a huge new title, we'll bring you first looks of half a dozen incredible games, including de Blob 2 and an astonishing title that stars one of gaming's most recognizable heroes. Plus, we'll have major reviews and more! Color us excited.

NINTENDO POWER (ISSN 1041-9551) is published 13 times a year, monthly plus Holiday issue following December issue. Future US, Inc., 4000 Shoreline Court, Suite 400, South San Francisco, CA 94080. Phone: (650) 872-1642. Fax (650) 872-2207. Website: www.futureus.com. Periodicals postage paid in South San Francisco, CA and at additional mailing offices. Newsstand distribution is handled by Time Warner Retail. Subscriptions: One year basic rate (12 issues: U.S.:$24.95. Canada: $29.95. Canadian price includes postage and GST (GST #R128220688). Subscriptions do not include newsstand only specials. **POSTMASTER**: Send changes of address to: Nintendo Power, PO Box 5770, Harlan, IA 51593-1270. Standard Mail Enclosure in the following edition: None. Ride-Along Enclosure: None. Canada Post PMA #40612608. Returns: Bleuchip International, PO Box 25542, London, ON N6C 6B2, Canada. Future US, Inc. also publishes Guitar World, Mac|Life, Maximum PC, PC Gamer, PlayStation: The Official Magazine, Pregnancy, Revolver, Windows: The Official Magazine, The Official Xbox Magazine and others.

Entire contents copyright 2010 Future US, Inc. Printed in the USA. All rights reserved. Reproduction in whole or in part without permission is prohibited. Reproduction on the Internet of the articles and pictures in this magazine is illegal without the prior written consent of Nintendo Power. Products named in the pages of Nintendo Power are trademarks of their respective companies. Future US, Inc. is not affiliated with the companies or products advertised or covered in Nintendo Power.

CUSTOMER SERVICE: Nintendo Power Customer Care, PO Box 5770, Harlan, IA 51593-1270. Phone: 1-866-941-8368. Web: www.nintendopower.com/customerservice. Email: nintendopower@cdsfulfillment.com. Back issues can be purchased by calling 1-800-865-7240. REPRINTS: Reprint Management Service. Phone: 717-399-1900 ext. 100.


GAMEFLY SAVES YOU CASH
$
I will never buy a bad game again
I will never buy a bad game again

GAMEFLY.COM®

Video Game Rentals

Over 7,000 titles • No late fees • Free shipping

Wii
TRAUMA TEAM
Wii
SUPER MARIO GALAXY 2
Wii
MONSTER HUNTER 3
CAPCOM

Download GameFly GameCenter for FREE on your iPhone™ and iPod Touch®

©2010 GameFly, Inc. GAMEFLY and the GF Logo are trademarks of GameFly, Inc. All other marks used under license by their respective owners. Unless you cancel your account, your credit card will be charged for the price of your game plan at the end of your free trial. You must be 18 years of age or older and reside inside the 50 United States to use the GameFly service.

MONSTER HUNTER™ 3 Tri
Wii

THERE ARE HUNTERS AND THEN THERE ARE MONSTER HUNTERS

Hunt online with up to 4 players in fierce battles underwater or on land.

Experience a beautiful, dynamic ecosystem where hunter and monster interactions are as varied as the gameplay itself.

CAPCOM.COM/MONSTERHUNTER
YOUTUBE.COM/MONSTERHUNTER

TEEN
T
Blood
Use of Alcohol
Violence
ESRB CONTENT RATING www.esrb.org

Wii™ Classic Controller Pro: A New Way to Hunt Only On Wii

CAPCOM®

©CAPCOM CO., LTD. 2010 ALL RIGHTS RESERVED. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owner. Wii is a trademark of Nintendo. ©2006 Nintendo.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!